DUNGEONS & DRAGONS®

Fiendish Codex II:
Tyrants of the Nine Hells™

Robin D. Laws and Robert J. Schwalb

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Preface: The Pact Primeval

The best way to understand devils and their ways is to listen to the stories they tell about themselves. The most famous of these tales have propagated as myths throughout all the worlds of the Material Plane, becoming familiar to mortals of all sorts. But as is often the case with legends, contradictions abound. For example, the tale of the Pact Primeval is the accepted version of the multiverse's creation. But an alternate story claims Asmodeus as the fallen creator of the universe.

Countless cultures have their own versions of the Pact Primeval legend. The names of the deities featured in it change depending on where it is told, but the names of the devils are always the same. Perhaps this fact is what inspired Philogestes, the accursed philosopher of evil, to pen his famous proverb: "The gods exist in multiplicity, but Asmodeus is unique."

As is the case with any myth worthy of the name, the following tale is true—whether or not it actually happened.

In the beginning—and even before—chaos was all that existed. Out of it came demons—the living manifestations of chaos. Time had not yet been invented, so the demons fought each other continuously in a vortex of disorder over an immeasurable period.

A state of raw chaos was intolerable to the universe, so a force arose to combat it—the power of law. From this principle of abstract order, a number of beings coalesced to combat the demons.

These new deities of law suited themselves in gleaming armor made of pure stability and took up weapons forged of ideal thought. Then they waded into battle against the demons. After the battle had raged for uncounted eons, the law deities felt the need to track their progress. They created numbers, to record the enemies slain, and time, so they could see how long victory would take.

Gradually, however, the deities of law began to suspect that the supply of demons was infinite. Weary of battle, they wished to move on to other projects, such as the creation of worlds and intelligent beings. So they made beautiful winged warriors to serve them and wield their divine magic, both in the endless war against the demons and in the worlds yet to be created. These beings, glorious in their diversity, were called angels.

The bravest, toughest, fiercest, and most beautiful of the angels was Asmodeus. He slew more demons than any other of his kind—more even than any deity. But as the eons wore on, Asmodeus and the members of his magnificent and terrible company began to take on some of their enemies' traits, so as to fight them more effectively. Gradually, their beauty turned to ugliness, and the deities and other angels began to fear them. Eventually, the inhabitants of the celestial realms petitioned the great gods to banish Asmodeus and the most fearsome of his avenging angels. So Asmodeus was put on trial before Heironeous, the god of valor.

The darkest of the angels responded readily to the charges, reading from the great tablets of law that he had helped to carve. "The first duty of law is to destroy chaos," he argued. "I have performed this duty better than any."

"You have made war, and made it well," Heironeous agreed. "Yet you and your company have poisoned yourselves in the process. Can you not go elsewhere, lest we become contaminated too?"

Asmodeus smiled, and the smoke of a thousand battlefields rose from his lips. "As Lord of Battle," he pointed out, "you should know better than any that war is a dirty business. We have blackened ourselves so that you can remain golden. We have upheld the laws, not broken them. Therefore, you may not cast us out."

The gods huddled together to discuss what they had heard. Great was their consternation when they could find no counters in their tablets of law to Asmodeus's arguments. The dark angel knew the laws better than they did and could wield their clauses like a knife.

With the passage of time, Asmodeus and his warband grew ever more alarming in aspect. Fangs jutted from their mouths, their tongues grew forked, and they wreathed their bodies in mantles of fire. The deities built new citadels to escape them, but Asmodeus and his followers penetrated these as well. They sued the gods under their own laws, demanding full access to all the privileges accorded champions of order. The deities were distressed but could find no lawful way to stop them.

So the gods retreated to their great project—the creation of mortals, and of verdant worlds for those favored beings to live on. But when demons invaded these worlds, the warbands of Asmodeus were called upon to stop them. Although the voracious hosts of the tanar'ri were no easier to vanquish on the new worlds of the Material Plane than they had been on the battlegrounds of the Outer Planes, Asmodeus and his dark angels generally succeeded in driving them back. Together, the gods and angels created barriers on the Material Plane to keep the demons at bay. They erected walls, threw up ranges of mountains, covered portions of their worlds with icy wastes, and buried the entrances the demons had used under vast oceans. Thus were the newly created worlds, like Asmodeus and his lot, scarred and made ugly for the greater benefit of law.

Then the deities of order made a horrifying discovery. The mortals they had created—their pride and joy—immediately set to work tearing down these barriers. They scaled walls, climbed mountains, and traversed glaciers to let the demons back in. Upon returning to the Material Plane, the demons ran riot, destroying one earthly paradise after another.

The deities were angry but also confused. "Why did my sweet halflings do this to me?" cried Yondalla, who had created them.

"I invented mountains and set my clever dwarves as their protectors!" thundered Moradin. "Why did they tunnel under them and into the demon crypts?"

The gods wailed and lamented until Asmodeus came to them with the answer. "Your mortals are taking these actions because you gave them minds of their own."

"Of course we did!" said the deities. "Without free will, the choice to follow the law means nothing."

"Indeed," replied Asmodeus, crushing a small insect that had crawled out of his neatly trimmed red beard. "They are curious creatures, these mortals, and the demons have promised them freedom. Soon they will learn that the liberty dangled before them is that of absolute anarchy, and that in a demon realm, they are free only to be destroyed. But by then, it will be too late for them. You might create more worlds and more mortals to people them, but I promise you, the same folly will recur eternally."

When the gods realized the truth of the dark angel's words, they were downcast. They rent their garments and wailed in despair.

"I have the solution that eludes you," said Asmodeus, "one that will allow your precious mortals to retain the free will you have so beneficently given them. The problem is this," he continued. "Your law is one of voluntary obedience. You command the mortals to abjure chaos, but what happens when they disobey you?"

The deities had no answer. "We are their creators," moaned Yondalla. "Of course they should heed us."

"Indeed they should," replied Asmodeus, bowing gallantly to the fair Yondalla. "But they do not, because there can be no law without Punishment."

"Punishment?" muttered the host of deities and godlings. "What is this Punishment of which you speak?"

Asmodeus pulled it from its sheath. At this time, Punishment was shaped like a mighty sword, though it has taken on many forms since then. "I have invented this item for you as the ultimate weapon of law. When laws are broken, the wrongdoers must be made to suffer as a warning to others. Thus, mortals can choose between the paradise of rightful action and the torment of wickedness. A few will suffer Punishment so that the majority can see the consequences of lawbreaking."

The gods were disquieted by this pronouncement, but as usual, they could find no flaws in their champion's logic. How could mortals be expected to choose virtue if evil went unpunished?

At last, one of the godlings stepped forward and said, "Yes, retribution is the basis of all law." These words transformed him on the spot into the greater deity now known as St. Cuthbert.

On that day, the deities began to see that law and chaos were not the only principles in the universe. Good and evil were natural forces in the cosmos as well. So the gods separated themselves from one other on that basis. Deities such as Hecate and Set offered patronage to Asmodeus's poisoned angels, while Heironeous and some of the others drew back from them still more.

So the deities handed down their new laws and sent their clerics through mortal lands to announce that the punishment for sin would be torment. The gods were pleased with the arrangement. They truly thought that everyone would obey and that no one would actually be punished.

But as mortals died, some souls trickled into the celestial planes who bore the stink of transgression. Asmodeus, aided by Dispater, Mephistopheles, and others of his dark brigade, set about their lawful punishment. They flayed these sinners, and burned them, and placed them on racks.

The shrieks of the damned reverberated throughout the heavens, and the flowers in the gods' idyllic gardens dripped with blood. The deities of law tried to shut their ears, but they could not abide the horror. So they put Asmodeus in chains and again charged him with high crimes against them.

"I have merely done what I said I would, under the laws you drafted," said Asmodeus. Again, the gods had to admit he was right.

"But I have a proposal for you," the grim champion continued. "You wish to see the law upheld, but you do not care to witness its ranker consequences. So to preserve your delicate sensibilities, my followers and I will take our project elsewhere. We will build a perfect Hell for you. You will gain from its existence but need never lay eyes upon it. We shall put it . . . there." And he pointed to an empty land, which is now called Baator.

"Yes, yes!" said all the deities. "You must move your Hell there, forthwith!"

"Nothing would please me more," said Asmodeus. He extended his hand, and a ruby rod of power appeared in it. "But first, we must make a pact."

"A pact?" asked Moradin suspiciously.

"Yes, indeed," said Asmodeus, producing a document with a wave of his hand. "It is to your benefit to ensure that we, who labor for you in a place you will not venture, continue to carry out your will. This agreement specifies the fate of damned souls. In exchange, it allows us to draw magic from these souls, so we can fuel our spells and maintain our powers."

"I'm not sure I like the sound of that," said the flinty Moradin.

"Your concerns are entirely understandable, O Maker of Dwarves," said Asmodeus in his most reassuring tone. "But since we will be separated from you, we will not be able to draw our powers from you, as we always have. You would not wish to make us gods independent of yourselves, would you?"

"Assuredly not!" huffed Moradin, appalled at the thought.

"So instead, take this lesser measure, and simply sign this pact," he said with a smile. Thus, the law deities signed the agreement that determined the boundaries of Hell and the rules for the transmission of wicked souls. Today, mortals know this document as the Pact Primeval.

Once it was signed, Asmodeus, Mephistopheles, and Dispater decamped to Baator, which was then a bleak and featureless plain. With them went a host of other dark angels that called themselves erinyes.

"What have you gotten us into?" Mephistopheles moaned.

"This place has nothing!" Dispater complained.

"Just wait," said Asmodeus. Then he explained his plan.

The deities of virtuous law reveled in their newly purified celestial domains, now free of the cruel angels' degradation for the first time. It was not for many years, in mortal terms, that they discovered an alarming drop in the number of souls being transmitted to their various heavens. Upon conferring with their clergy, they realized that devils were corrupting mortals and ensuring their damnation by turning them toward evil.

The deities formed a delegation, which set off immediately for Baator. To their surprise, the once-featureless plain had been transformed into nine tiers of monstrous horror and torment. Within its confines, they found countless souls writhing in pain. They saw these souls transformed, first into crawling, mindless monsters, and eventually into an army of powerful devils.

"What goes on here?" Heironeous demanded.

"You have granted us the power to harvest souls," replied Asmodeus. "To build our Hell and gird our might for the task set before us, we naturally had to find ways to improve our yield."

The war deity drew forth his longsword of crackling lightning. "It is your job to punish transgressions, not to encourage them!" he cried.

Asmodeus smiled, and a venomous moth flew out from between his sharpened teeth. "Read the fine print," he replied.

Introduction

The dwarf sat at the bar, smiling as he surveyed the group of adventurers who gathered around a table. Only the rapid tapping of his fingers upon his hand axe's adamantine head betrayed his calm manner. His eyes lingered on the map the adventurers pored over. He recognized the Dwarven runes even from across the room, symbols foretelling great treasure at the cost of little danger.

The bartender leaned over the bar to whisper in the dwaf's ear. An observant patron might have noticed that his eyes gleamed red for the briefest moment. The dwarf didn't. His eyes were on only the map.

"It can be yours," whispered the bartender. "It would be a simple thing to drip a few drops of spider venom in their drinks."

"That's Sir Geldar in that group. I wouldn't want to mess with him," replied the dwarf.

"True enough. But that map does look like it leads to the last hidden vault of King Urga Orcsplitter. It would be a shame for such treasures to fall out of dwarven hands."

"It would, but I need more than spider poison to get that map. I need something more powerful."

The barkeep's eyes flared red again for the briefest moment.

"I'm sure I have what you need, my friend, as I'm sure you have something I want. Perhaps we can make a deal."

ABANDON ALL HOPE

Since the earliest days of D&D, devils have loomed as the mightiest opponents adventurers can face. The *Fiendish Codex II: Tyrants of the Nine Hells*™ supplement provides a travel guide for those foolish, brave, or unfortunate enough to enter the Nine Hells. This book contains options for both DMs and players, expanding the scope of D&D while offering new options for characters and adventures.

For DMs, *Fiendish Codex II* gives details on a variety of new devils along with feats and other options to modify existing ones. With the background material given in this book, you can make devils even more frightening and threatening than ever before.

In terms of campaign design, the information on the Nine Hells gives you new playgrounds of adventure. Rather than send the characters into another dungeon or untamed wilderness, the very depths of Hell itself are now open to adventure. Characters can bargain with devils for the soul of an innocent person. They can launch a raid on a devil's palace to recover a powerful artifact of evil, or track down and defeat an evil conspiracy at its source.

For players, *Fiendish Codex II* offers new options for characters who want to battle the forces of evil. A batch of new feats and four new prestige classes expand the choices that heroes can make to face down the minions of evil. A new character race allows a player to adopt the role of a tragic figure, an evil soul who has one last shot at redemption. With the powers of Hell eager to claim his soul, such a character must fight long and hard to earn his place in the exalted heavens.

DEVILS IN THE CAMPAIGN

Fiendish Codex II serves as a complete guide to devils. It aims to make it possible for such enemies to become the centerpiece of a campaign. As DM, you can thrust devils into a starring role as villains or use them as just another monster that the PCs face. In either case, *Fiendish Codex II* has options you can use to customize devils. In particular, this book presents new devils at a variety of CRs to make them viable opponents for any adventuring group.

Most important, *Fiendish Codex II* focuses on the lawful nature of devils. A lone devil is a representative of the will and goals of a creature further up Hell's chain of command. When adventurers take on a devil, they fight not only the creature but the entire system of tyranny and corruption that it serves. This book emphasizes the strange politics and cruel order of Hell. A single demon represents a rampant, physical threat. A lone devil is the advance scout for a hidden, malevolent agenda.

WHAT YOU NEED TO PLAY

Fiendish Codex I: Hordes of the Abyss makes use of the information in the three D&D core rulebooks—*Player's Handbook* (PH), *Dungeon Master's Guide* (DMG), and *Monster Manual* (MM). In addition, it includes references to other D&D supplements, among them *Fiend Folio* (FF), *Monster Manual II* (MM2), *Monster Manual III* (MM3), *Epic Level Handbook* (ELH), and *Miniatures Handbook*. Although possession of any or all of these supplements will enhance your enjoyment of this book, no other sources beyond the core rulebooks are strictly necessary.

SWIFT AND IMMEDIATE ACTIONS

Some of the special abilities, feats, spells, and items in *Fiendish Codex II* use these concepts, which were intrduced in previous supplements. A description of how they work follows.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take.

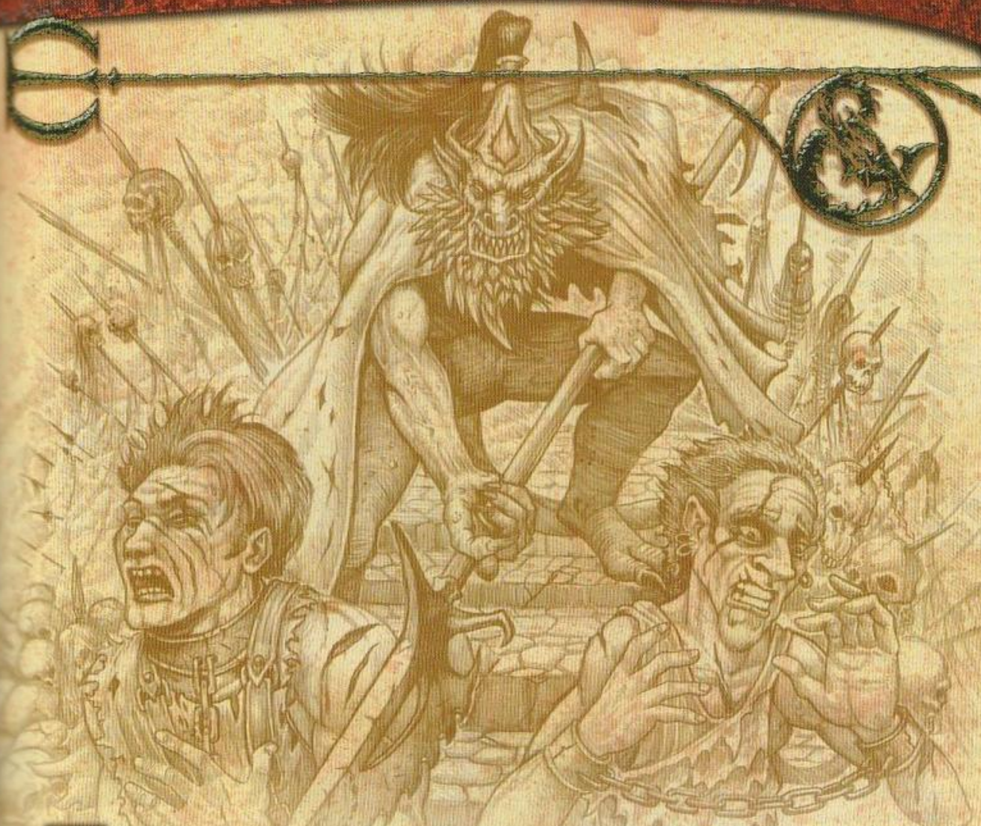
Casting a quickened spell is a swift action. In addition, casting any spell with a casting time of 1 swift action (such as *devil's ego;* see page 101) is a swift action. Casting a spell with a casting time of 1 swift action does not provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. Unlike a swift action, an immediate action can be performed at any time—even if it's not your turn.

Using an immediate action on your turn is the same as using a swift action, and it counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

ALL ABOUT DEVILS

CHAPTER ONE



Illus. by D. Griffith

A young man named Egil walks through a foggy field, pitchfork in hand. Circling through freshly stacked bales of hay, he looks up at the hills around him. The sheep grazing on these verdant hummocks look like tiny dots on their deep green surfaces.

Though Egil has always been the rightful heir to these lands and the herds that graze on them, his foolish father Thurgard has recently seen fit to make him a serf on his own land. To please his grasping new wife, Thurgard has decreed that after his death, the farm will pass to his now-infant son. Even so, this change in ownership seemed only a distant possibility—until Thugard took sick a few days ago.

Egil, always a lonely lad, has never had any friends in the village. For some months now, his only confidante has been a fat, red-skinned cherub with torn, batlike wings. Calling itself Kulzu, this creature has been appearing to Egil in the barn whenever he is by himself. With its rasping, hissing voice, Kulzu has been whispering wise counsel in Egil's ear for many weeks now. "The farm is yours," said Kulzu. "Your stepmother has upset the natural hierarchy. And besides, she has likely poisoned your father—why else would he have taken ill so suddenly? You must act to protect what is already yours." Egil resisted Kulzu's exhortations for some time, but this morning, he finally gave in to his friend's dire reasoning.

Now Egil strides toward his father's house, pitchfork ready for the dark deeds he intends to commit. Throwing open the door, he confronts his father, his grasping stepmother, and the infant as well, raising the pitchfork . . .

The above deeds transform Egil on the spot from a free-willed man into a devil's toy. When he dies—an event destined to happen soon, at Kulzu's connivance—he will be transported to the grim climes of the Nine Hells. There he'll be subjected to unspeakable torments and rendered into the object of barter around which all of diabolical society revolves.

THE ECONOMY OF HELL

When a mortal dies, his soul transmigrates to an afterlife determined by his alignment. The Nine Hells are reserved for lawful evil beings and others in the service of devils. Thus, when Egil's hay wain rolls over and crushes him, apparently by accident, his soul travels to the Nine Hells, where it materializes on one of a series of cold, blood-soaked rocks protruding from the River Styx. This entry point for damned souls, known as the Shelves of Despond, is located on Avernus, the blood-drenched first layer of Hell.

In the parlance of the Outer Planes, the souls of the recently departed are sometimes called petitioners. But because they form the basis of Baator's diabolical economy, they're generally referred to in the Nine Hells as "coin," "treasure," or "clank."

Traffic in souls underpins the entire hierarchy through which all devils yearn to advance. Every devil is either a bestower or a recipient of magic extracted from the damned. Thus, the constant need to harvest new souls motivates nearly every action undertaken by devilkind, especially on the Material Plane.

THE DISTRIBUTION OF SOULS

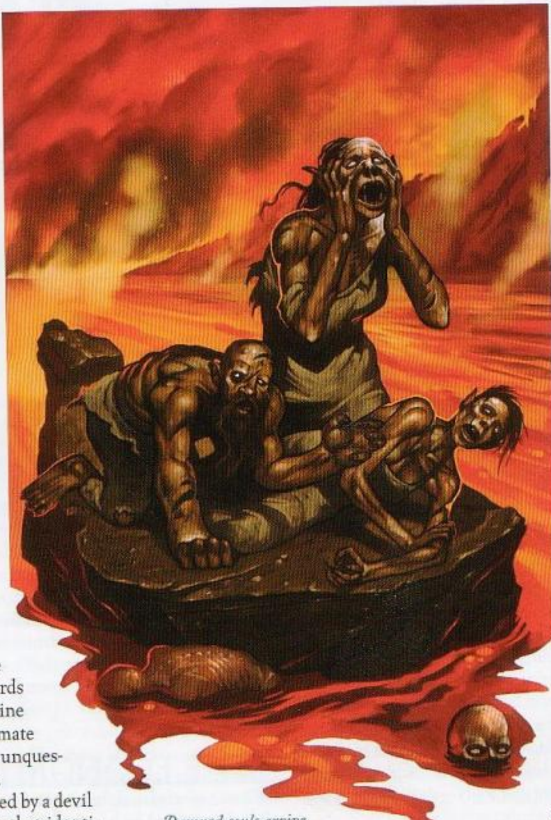
Most lawful evil souls have been assessed as the property of a particular Lord of Hell even before their arrival in Baator. Such previously optioned souls once belonged to mortals who were corrupted by the active (though sometimes indirect) influence of devils operating on their home planes. Some sold their souls to devils through Faustian pacts (see page 23), others took the sinister advice of imps, and still others belonged to diabolical cults. Quite a number merely adopted the lawful evil alignment in societies molded by baatezu.

As befits incarnate expressions of law and evil, devils work in the strictest of hierarchies. Even the most pitiful imp or wretched nupperibo can trace a line of loyalty from itself through various superiors to one of the nine fearsome Lords of Hell. Eight of those nine in turn owe their ultimate fealty to Asmodeus, the unquestioned master of Baator.

A mortal soul corrupted by a devil acquires a telltale mark that identifies both the devil responsible for its damnation and the lord it was serving at the time of its decisive corruption. Any devil with an Intelligence score of 6 or higher can automatically detect and read these taints of corruption.

When new souls arrive on the Shelves of Despond, several barbazu (also known as bearded devils) pole treacherous-looking but well-sealed boats out onto the Styx's turbid waters. Upon reaching the rocky, blood-soaked islands, they scrabble across the rocks, sniffing the wretched arrivals to find out which lords they belong to. The soul collectors then haul the damned souls ashore and pile them into caged carts for transport to the layers of Baator ruled by their lawful owners. Souls destined for the layers of Stygia and Nessus, through which the Styx also runs, are instead moved to barges for river transport. Though this cargo is occasionally hijacked or diverted, most souls quickly reach their intended destinations.

Soul collectors take fierce care to ensure that their charges, which are called soul shells, do not drink from the oily, reeking waters of the Styx during this process. The Styx forever erases the memories of any soul coming into contact with it, and soul shells yield much more divine energy if their identities are intact when their torment begins. Thus, the barbazu brutally beat back any terrified soul shells that try to escape into the dark waters.



Damned souls arrive on the Shelves of Despond

Illus. by W. Maby

THE ROOT OF ALL EVIL

Though souls are Baator's primary currency, gold and other treasure items are the next best trade goods. After all, diabolical conspiracies in the Material Plane generally require huge infusions of wealth. Money clothes and feeds cultists and other minions. It pays for spies and assassins, and it underwrites the bribing of officials. Though labor is often enslaved or coerced, devils still must buy materials for the construction of temples, catacombs, and fortresses. Most important, gold buys souls.

It is no accident that the typical Faustian pact with a devil (see page 23) exchanges inducements such as gold, information, supernatural powers, or the services of other devils for the mortal signatory's soul. Servants of Archduke Mammon specialize in such transactions, and even they marvel at the low price for which many mortals are willing to surrender their immortal essences.

Devils collect treasure on the Material Plane and either transport it to Baator for later redistribution or use it to finance their own operations. Their superiors credit them for every copper piece they kick back into the chain of command. Financial contributions to the hierarchy count for less than the souls reaped, but for advancement-hungry devils, every little bit helps.

Soul shells are not insubstantial wisps—they're creatures of flesh, blood, and bone. Resembling bedraggled, slightly rubbery versions of their former selves, they still bear any wounds and infirmities they suffered during their last moments of life. Those that were ambulatory immediately before death can still move around under their own steam, but the maimed and disabled remain so. These crude physical forms render the souls vulnerable to the astoundingly varied array of torture techniques awaiting them in the chambers of the damned.

When a shipment of soul shells arrives at a torture station, ink-drenched bureaucratic devils called amnizu read each one's mark and record the name of the devil responsible for harvesting the soul in a massive ledger. Torture stations are typically supervised by erinyes, who file regular reports to their lords listing the top soul harvesters. These reports are essential to the promotion prospects of devils at work on the Material Plane.

Once their paperwork has been compiled, copied, and filed, the soul shells undergo an awful program of torture, the gruesome details of which are best left to the imagination. While slowly peeling away every last iota of the petitioner's individuality, the process releases magical energy, which flows to the local lord as specified in the Pact Primeval. Torture teams composed of chain-slinging kytons and masked pain devils mercilessly terrorize and mutilate the souls of the damned until every scintilla of extractable magic has been wrung from them.

After the last glimmer of humanity has been violently torn from a soul shell's physical form, the quivering husk that remains is dropped into a processing crater, such as Avernus's dreaded Maggot Pit. There it quickly perishes and is reborn as a lemure, the lowliest of the various devil forms. Mindless, shivering, and in constant physical agony, lemures no longer retain even the merest hint of their mortal identities.

While these wretched creatures are incapable of conscious thought, they somehow dimly recognize that the opportunity for advancement awaits them. All they need do is find a way to distinguish themselves from all the other brainless, writhing lemures around them.

PROMOTION AND DEMOTION

The only devil that does not covet a promotion is Hell's master of masters, Asmodeus. Any of the other eight lords would be happy to topple him from his seat of power in Baator's deepest pit and take over, should the opportunity present itself.

THE INFERNAL HIERARCHY

Devils recognize three broad divisions of status. At the bottom of the heap are the least devils—the hordes of minor baatezu, few of which ever advance from their state of supreme wretchedness. Victimized by all above them, they rarely find opportunities to prove themselves and rise through the ranks.

Above the least devils are the lesser devils, a more select group that enjoys greater autonomy. Through their roles in the soul trade, lesser devils tend to have regular opportunities for advancement.

Near the top of the hierarchy are the greater devils, which occupy positions of authority in the infernal power structure. The most powerful of the greater devils are the pit fiends, which manage diabolical forces in every enterprise from the Blood War to the corruption of entire nations. Just below the nine Lords of Hell are a handful of unique devils known as dukes. Whether presently scheming in this direction or not, all dukes of Hell dream of the day when they can displace one of the current Lords of Hell and rule an entire layer.

While entertaining forbidden thoughts of ultimate power, dukes and pit fiends must in turn look out for their own positions. Other greater devils are always scheming to advance through the hierarchy, and the elevation of a new pit fiend is usually accompanied by the demotion of its disfavored counterpart. Furthermore, while the most powerful devils have frequent chances to prove themselves and continue their upward ascent, they are also exposed to the direct scrutiny of their lords. Punishment for failure is invariably swift and terrible, so greater devils live in constant terror of summary demotion. They take their fears out on their inferiors, who in turn bully those below them, and so on. This chain of merciless subordination continues all the way down to the pathetic, mindless lemures, which have no inferiors to lash out at.

PROCEDURES FOR ADVANCEMENT

The typical advancement up the infernal hierarchy is from lower to higher form, as outlined on the following table. (This table does not include every kind of devil that exists, but is provided to give an idea of the basic rank structure. As a general rule, two kinds of devils that have the same Challenge Rating occupy the same rank in the hierarchy.)

DEVILS OF THE FUGUE PLAIN

In the cosmology of the FORGOTTEN REALMS setting, the devils of the Nine Hells acquire some of their souls in the various ways described above. In addition, small enclaves of devils lurk on the Fugue Plane, where all souls go to await assignment to their respective deities. By agreement with Kelemvor, the god of the dead, devils cannot harm or trick these waiting souls. It is permitted, however, for the devils to explain to the new arrivals that they are dead and must await the arrival of divine messengers to take them to their deities' realms. During that time, the devils can attempt to bargain with the souls.

Some souls—especially those pledged to evil deities and those that fear the punishments they might suffer in their deities' realms—jump at the opportunity to avoid their fates. In exchange for consigning themselves to the Nine Hells, such souls might be offered early promotion from lemure form, material riches for friends and family in Faerûn, or the services of devilish attacks on their still-living enemies. Especially powerful souls can even bargain for automatic promotion into a form other than that of a lemure. Once such a bargain is signed, the newly acquired soul is carried directly back to a station in the Nine Hells for torture and transshipment.

INFERNAL ADVANCEMENT PATH

Category	Rank	Form	Secondary Form
Least devils	1	Lemure	
	2	Nupperibo[1]	
	3	Spined devil	
Lesser devils	4	Bearded devil	
	5	Imp	
	6	Steel devil	
	7	Chain devil	
	8	Harvester devil or pain devil	Erinyes[2]
	9	Amnizu	
Greater devils	10	Bone devil or orthon	Malebranche[1]
	11	Barbed devil	
	12	Ice devil	Xerfilstyx[1]
	13	Horned devil	Pleasure devil[3]
	14	Assassin devil	
	15	Paeliryon	
	16	Pit fiend	

1 Devils take this form through demotion only.

2 Devils are never promoted to erinyes status, but they can be promoted from it to higher ranks. See Fallen Angels, page 18.

3 Only devils that began as erinyes can become pleasure devils.

To qualify for advancement, a devil must win the approval of its direct superior. In every case, the newly authorized promotion can be countermanded by any higher-ranking devil.

A promotion to a least devil form is authorized by the subject's lesser devil superior. Greater devils generally consider the fate of least devils beneath them, so they rarely interfere with such promotions.

Every promotion to lesser devil form must be approved by the subject's greater devil superior. Higher-ranking devils, including the nine Lords of Hell, sometimes countermand or reverse promotions approved by greater devils.

Any promotion to a greater devil form must be approved by the subject's lord. Thus, no lordless greater devils exist. When in doubt, a greater devil reports directly to Asmodeus.

Pit fiends are the highest-ranking type of greater devil in the Nine Hells. The most powerful of their number are accorded the rank of duke. A pit fiend seeking to rise further in the infernal hierarchy must be promoted by an archduke into a unique form with its own powers. Every unique devil has a gender and a well-developed personality. On the rare occasions that Asmodeus chooses a new archduke, he or she is invariably drawn from the unique devils in the ducal ranks of the Nine Hells.

Devils customarily advance one rank at a time, but superiors authorized to make promotions can break from common practice as they see fit. However, devils that have leapfrogged in rank typically face resentment from their peers and immediate underlings, and they must often expend considerable energy watching their backs.

Ceremony of Promotion

The promotion ceremony requires a ritual led by the approving superior. This process lasts a number of hours equal to the new rank. Thus, it takes three hours to turn a nupperibo (rank 2) into a spinagon (rank 3).

The promotion ritual wracks the lucky recipient with indescribable agony. The devil experiences the full pain of its old form breaking apart from the inside and sloughing off in a shower of viscera and shattered body parts. The new form emerges from the mess like a larva or parasite, often nourishing itself on the remains of the old. Any mortal unfortunate enough to view the climactic moments of a diabolical promotion ceremony must make a successful DC 20 Will save or be panicked for 1d4 rounds.

The recipient of a promotion retains full memories of all its previous diabolical forms, beginning with its first post-lemure form. However, devils never share the memories of the corrupt souls from which they originally came.

A devil's personality changes with its progression through the various diabolical forms. The wily, skulking spinagon becomes the dim-witted, bullying bearded devil, which then transforms into the sly, insinuating imp, and so on. Devils embrace this process as the ultimate triumph of law and hierarchy over mere individuality. Nevertheless, some degree of continuity persists among a single devil's forms. Tastes and personality quirks developed at one stage might recur in the next, or vanish from one only to reappear later in another. The most important components of a devil's personality—the grudges it holds against rival devils and others who have thwarted its progress—remain set in stone, no matter how else its persona changes.

UNCLAIMED SOULS

A lucky few souls are not immediately transported to torture chambers upon arrival in the Nine Hells. Escapes from the barges and carts bearing souls to torment are rare, but they sometimes occur, particularly during raids launched by rival lords. Escaped soul shells must constantly fear apprehension, because any devil jumps at the opportunity to capture an unfettered soul wandering the reaches of Baator.

Occasionally, a soul arrives on the Shelves of Despond bearing no diabolical mark because its embrace of lawful evil can't be credited to a particular devil. Unmarked souls are surprisingly rare, since devils regularly lay claim to damnations for which they bear only tenuous responsibility (see Hunting Grounds, page 13). The arrival of such a soul on the Shelves of Despond always provokes a frenzied bartering session among the barbazu soul collectors, each of which works for one of the nine Lords of Hell. These negotiations sometimes devolve into outright brawls, which sometimes allows un uninvolved third party to sneak in and make off with the soul in question. Usually, the victor in the negotiation (or fight) seizes the soul and carries it to the waiting cart or barge of its master, thereby winning credit for its harvest and increasing its own chances for advancement. Minions of lawful evil deities also routinely check the Shelves of Despond for unclaimed souls, and they can often be found negotiating for them right along with the bearded devil servants of the Lords of the Nine.

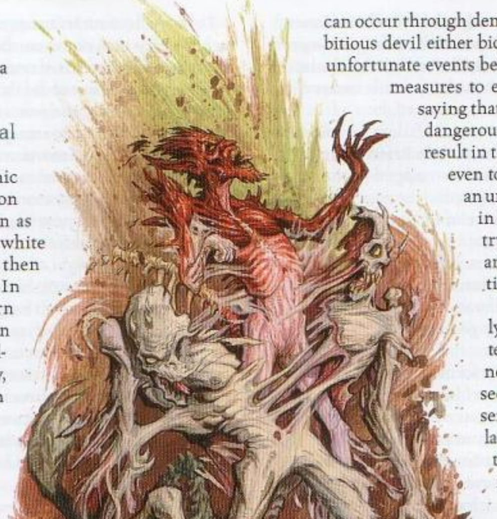
Whatever their source, raw, untouched souls rank among Baator's most coveted treasures. Thus, each archdevil holds a small percentage of them, imprisoned under heavy security, to use as units of exchange.

As the erinyes philosopher Zagrish once wrote, "It is in the choice of enemies that a devil finds itself."

Exceptions to the Normal Advancement Track

Abishai, the devilish, draconic spawn of Tiamat, advance on their own track. They begin as lemures, then progress to white abishai, then black abishai, then green, blue, and finally red. In theory, a red abishai can earn promotion to chain devil, then continue on the standard advancement path, but in reality, almost none ever depart from the abishai hierarchy.

In addition, certain devils are created outside the normal advancement scheme. The tiny, swarming ayperobos are formed from lemures by the archdevil Baalzebul. Narzugon are fashioned from soul shells that exhibited blind, impassive obedience to an evil superior in life. Kalabon generate spontaneously from the putrescent remains of the slain hag Malagarde.



Zamnaster the Cruel agonizingly completes his long-sought transformation from bone devil to barbed devil

Illus. by T. Baxa

THE POLITICS OF PROMOTION

Superiors at all levels award promotions for fulfillment of missions and for loyalty—in reverse order of priority. The ideal candidate for promotion demonstrates sufficient competence to serve as a valued subordinate, but not enough to constitute a threat to its boss's position.

The upper ranks of the infernal hierarchy are relatively stable in number for two reasons. First, no boss wants to command more competent underlings than he can monitor for treasonous intentions. Second, promoting a devil from one form to another requires a considerable expenditure of the divine magic harvested from the breakdown of corrupt souls.

Accordingly, the vast majority of promotions to greater devil form occur to fill positions recently made vacant. Vacancies can occur through demotion or fatality. Thus, an ambitious devil either bides its time until one of those unfortunate events befalls a superior or takes active measures to engineer one. It goes without saying that this latter option is incredibly dangerous. Failed machinations usually result in the schemer's death. Demotion, even to the horrid nupperibo state, is an unexpected and incredible mercy in such situations. Devils caught trying to assassinate their bosses are always slain (with the exception of the dogai; see page 114).

The Lords of Hell vie constantly for supremacy. Alliances are temporary and based on advantage, not affection. Advancement-seeking devils willing to accept serious risks can leapfrog up the ladder of forms by switching loyalties, though they usually choose new superiors serving the same archduke. Promotions in form are the most common inducement for these acts of betrayal. Sometimes a lord who finds himself without sufficient help to run an operation simply poaches talent from a rival. More commonly, however, the lord requires the prospective new servitor to remain at his post for a while, until he completes one or more missions as a spy, saboteur, or assassin. The lord considers himself fortunate if the would-be underling is killed in the line of duty, thus sparing him the need to shove another vassal aside to make room for the new one.

When their lords enjoy prolonged success, devils can advance into newly created positions. A lord whose soul intake is on the increase can afford more promotions than one whose operation is foundering. Growing diabolical ventures require both more bosses and more underlings than stagnant ones do.

The Shame of Demotion

Any devil authorized to approve promotions can also make demotions. Asmodeus can demote any devil, at any time. Any other Lord of Hell can demote any devil that ultimately owes him or her fealty, regardless of its rank. Greater devils

OF GODS AND DEVILS

While the clash between the Nine Hells and various good deities is an obvious planar conflict, many evil deities have an equally militaristic attitude toward devilkind. The souls of evil followers of such deities journey to the realms of their gods, unless they have been turned away from divine worship by the minions of Hell. While any devil loves the thought of corrupting the good and innocent, an evil soul turned away from the worship of Hextor or Nerull is just as useful in the grand scheme of things. Evil deities dispatch minions to the Shelves of Despond, where they sort through the souls looking for any wayward ones to claim. It is not uncommon to see a six-armed aspect of Hextor or a reaper of Nerull bartering with a bearded devil over an unclaimed soul.

Innumerable times in the past, the gods of evil have made war against Hell, though rarely with the scope and intensity of the Abyss or the servants of good. These conflicts remain limited only because both Hell and the evil deities both face the might of good. Even if good should fall, the epic battle between the gods of evil and the lords of Hell still awaits its resolution.

can demote any subordinates under their direct command, but they cannot demote the servants of colleagues—even those in service to the same lord. The same holds for lesser devils; they can demote only those least devils under their direct supervision.

Most demotions are punishments for failure. No meritocracy is more demanding or ruthless than Baator. Those who fail to perform soon find themselves trapped in the forms of wretched nupperibos and assigned to the most degrading duties available. (The exact nature of those tasks is best left to the imagination.)

Because the Nine Hells are resolutely lawful, violations of the multitudinous prohibitions in effect on the plane might, at minimum, call for demotion. Transgressions that undermine existing authority generally result in severe demotion or even death.

However, even devils that perform their duties in exemplary fashion and obey all the rules can still be unfairly demoted. Political demotions occur when a devil's superiors fear its ascent. Thus, the secret to successful advancement lies in the careful flattery and cultivation of one's superiors. A clever devil reveals the true extent of its ambition only after its knife, metaphorical or literal, has been plunged between its former patron's vertebrae.

When hard times strike their layer of Hell, individual devils can suffer demotion through no fault of their own. Promoting an underling uses up a supply of the divine, soul-derived energy on which Baator runs. Demotions, on the other hand, free up a quantity of that corrupt force. The greater the drop in CR between forms, the more energy is regained.

Thus, a lord whose soul-collecting operation has slowed might be forced to demote otherwise fervent lackeys to free up energy for other purposes. This well-known fact serves as a powerful motivator, spurring worried devils to greater heights of productivity.

Lateral Demotions

Some promotions into more powerful devil forms are greeted with dread. Certain powerful denizens of Baator, such as the xerfilstyx and the ronwe, display terrifying physical prowess but are short on the cunning required to advance in the hierarchy. Thus, no devil, given a choice between a position as a soul-harvesting fallen angel or a mindless, infernal predator, would choose the latter option. Promotion to a tougher but mindless or less influential devil form is referred to among devils as a lateral demotion.

The benefit of such changes for the lord is twofold. Every archduke has occasional need of monstrous marauders, and the so-called promotion of underlings into such forms temporarily strips the affected devils of will and personality. Thus, a lateral demotion can serve as a means of putting a useful but troublesome servitor temporarily on hold. A lord might also impose a lateral demotion as a form of punishment or to make room for a more vital candidate. Lateral demotions often happen when a lord suspects that a servitor is working against him or is considering jumping ship to a rival's kingdom. If the wronged lord has proof of such perfidy, he issues a demotion or kills the suspect outright. If not, he often shunts the miscreant into a mindless form until the crisis has resolved itself. Should his suspicions turn out to be groundless, he can argue that he did not treat the underling falsely; he simply needed that devil for another task. The victim is expected to swallow the indignity and be grateful that it suffered no worse.

Once promoted out of such a form, a devil retains faint recollections of a timeless, animalistic existence. Notable events, such as fights against significant opposition, are the most likely to be remembered.

SOUL HARVESTING

Lesser devils covet no mission more fervently than traveling to the Material Plane to corrupt mortal souls. First and foremost, such a mission offers the swiftest path to promotion. As an added bonus, devils assigned to soul-harvesting duty often operate virtually independently, far from the ever-watchful eyes of their bullying superiors back on Baator.

THE PACT PRIMEVAL

The diabolical right to claim lawful evil souls, punish them, and ultimately convert them to divine energy stems from the Pact Primeval. This agreement between Asmodeus and the primal deities of law dates back to the hazy days of early mythology. Although accounts of its signing differ, the Pact is demonstrably real. A copy of it can be found in the impregnable citadel of Tabjari on Nessus (see Tabjari, page 75).

IMPS: THE FIRST LINE OF CORRUPTION

Although least devils are sometimes dispatched to the Material Plane as guardians and lackeys for soul harvesters, the first chance a devil gets to take direct credit for soul corruptions occurs at the imp stage. This is the primary reason why

THE REVENGE PLOT

Devils are not known for admitting their own faults. When they fail, their immediate impulse is to find someone else to blame. The target of such blame might be a rival devil or another creature altogether, depending upon the nature of the failure that brought about the demotion.

Woe betide mortal adventurers who actually bring about a devil's demotion. Though the demoted devil is certainly less formidable, it harbors a burning hatred of the creatures that brought about its downfall. Its schemes to regain its lost status often take the form of a vendetta that incorporates the deaths of its new enemies as an appealing side benefit. The devil might dispatch allies to attack the party, scheme behind the scenes to undermine the PCs' plans, or—most delicious of all—work to corrupt their souls, or those of their loved ones.

Members of the infernal hierarchy possess an infinite capacity for holding grudges. Thus, they often continue their schemes for vengeance long after regaining their lost ranks. Devils have also been known to extend vendettas down through the generations. Adventurers can be targeted for diabolical vengeance because their fathers or grandfathers indirectly brought about a devil's demotion. Alternatively, they might encounter plots against patrons or other prominent NPCs that have been launched on the same basis.

bearded devils anxiously seek promotion to a physically less formidable form. Changing from a fearsome infernal foot soldier into the diabolical equivalent of a house pet might rankle a bit, but such momentary blows to a devil's pride mean little when its future advancement hangs in the balance.

The best assignment an imp can hope for is to become a free-roaming agent so that it can devote its time to trawling for vulnerable souls. More often, however, these low-ranking devils are loaned out to lawful evil potentates to serve as spies or advisors. Imps find such postings infinitely less attractive because only rarely does a mortal who has not already consigned herself to the Nine Hells receive the services of an imp. Imps might be loaned to mortals as a part of a package of inducements designed to lead their souls to perdition, but the credit for these transactions goes to the higher-ranking devil that negotiated them, not to the imp that sticks around to do the drudge work.

Even imps stuck in such positions can still chalk up a few damnations on the side. For example, servitor imps might scheme for the souls of the humanoids around their masters—be they lowly servants or heirs to the throne. Through whispered counsel, an imp in service to an influential master might also be able to persuade him to change the social conditions of his village, city, or kingdom in a way that encourages the locals to drift toward lawful evil alignments.

Whether fancy-free or fettered in service, an imp must rely solely on persuasion as a means of securing souls. Too weak to bully its targets effectively, it must cajole, trick, or lure its victims into performing actions of a lawful evil nature. Unlike its superiors, an imp isn't authorized to negotiate Faustian bargains. However, if it has access to treasure or information, it can certainly provide such inducements to its targets to hasten their corruption and make it easier for them to go forth and commit lawful evil deeds.

An imp's advancement to the next rank (that of steel devil) is not necessarily tied to collecting a particular number of souls. An imp might win advancement after corrupting a single, highly coveted soul, or it might advance for performing other services of great value to its superior, such as informing against traitors in the ranks. Typically, though, an imp is expected to claim somewhere in the neighborhood of nine souls to qualify for higher rank.

MASTERS OF THE DOTTED LINE

Both harvester devils and erinyes are assigned the coveted task of recruiting mortals to active damnation through the signing of Faustian pacts (see page 23). Other devils of higher rank sometimes offer such bargains as well, often as a side activity designed to inflate their entries in the diabolical ledgers.

Pacts are a soul harvester's most reliable tool. Pact writers are empowered to dole out a dazzling array of inducements that make such bargains extremely attractive to would-be soul sellers.

To make their tasks easier, soul harvesters embed themselves to varying degrees in mortal society. Harvester devils possess the innate ability to pass as mortals, but erinyes and more outlandishly awful-looking devils must use magic if they wish to walk among humanoids. Some patently inhuman devils wait in dungeons, at haunted crossroads, or in other places on the fringe of mortal society for aspiring soul sellers to come to them. In avowedly evil societies, devils might openly walk the streets. However, since finding individuals who haven't already dedicated themselves to lawful evil in such a civilization can be difficult, this openness is less advantageous than it might seem at first glance.

Corrupters of souls can work in isolation or in larger teams. Whether a devil's superior is close at hand on the Material Plane or back in the pits of Baator, credit for all damned souls accrues upward, to the harvester's boss and its boss's boss. Soul collectors that fail to produce sufficient damned souls face considerable pressure from higher-ranking devils, whose own promotions depend on their achievements. Since the number of eager candidates to perform soul-harvesting duty always exceeds the available positions, a devil that botches an easy contract or gives away too much to claim a soul can face shockingly swift reassignment—or worse.

Soul stealers with enviable track records must often confront temptations of their own. Bosses from other teams pursue them, offering speedy advancement as an inducement to switch organizations. Thus, a productive soul harvester must weigh the advantages of easier promotion against the dangers of offending its present superior. Moving to a new team under the same archdevil is dangerous, but swearing fealty to a different overlord is doubly so.

HUNTING GROUNDS

Faustian pacts and active corruption of souls by imps should play a major role in any campaign that pits player characters against devils. Soul harvesting can take many fun and dramatic forms and create plenty of entertaining story possibilities.

However, only a tiny fraction of the wracked souls streaming into Baator on a daily basis were condemned to spend

CORRUPT NOW, ADVANCE LATER

Devils are rewarded for causing mortals to shift to lawful evil alignment. Credit for a particular mortal's corruption goes to the devil most responsible for the action finalizing that shift. However, a soul harvester earns credit, and thus a greater chance for advancement, only when the subject dies and is conveyed to a torture chamber for processing. Thus, a devil can gain credit for a mortal it tempted long ago, while in a previous form. An ice devil might, for example, gain the final nudge toward promotion to horned devil status when a soul it harvested decades ago, while in the form of an imp, finally expires and is conveyed to its proper place in the Nine Hells.

As if this delay in receiving credit were not incentive enough, devils have an even more compelling reason to bring about their victims' deaths as soon as possible after conversion—namely, the dread possibility of subsequent atonement. Nothing frustrates a devil more than a soul that refuses to stay damned.

Even so, powerful lawful evil mortals are often more valuable to devilkind as living beings operating on the Material Plane. While alive, they can bring about the damnations of hosts of other souls, or pursue other goals of the hellish hierarchy. Devils must therefore seek authorization from the hierarchy before scheming for the premature demise of potentially useful minions.

eternity there by the active participation of devils. The vast majority of the damned became lawful evil early in life and stayed that way until they died, without ever getting within miles of a devil.

Nevertheless, many such souls are still marked and claimed by particular devils even before reaching Baator. Exceptions include those souls marked as the property of lawful evil deities or the rare few souls that owe their choice of alignment to no creature, region, or religion. The apportionment occurs through a system of "hunting grounds," in which individual devils stake out territories on various Material Plane worlds. All mortals who become lawful evil within a given territory arrive in Baator with the mark of a diabolical owner on their souls—unless they were actively turned by another devil.

After selling his soul for the Sapphire of Vrams, the gem collector Odiphaunt is felled by a curious freak

Illus. by C. Frank

Because these territories can produce large numbers of souls without the active participation of the devil that claims them, they are highly coveted—and what devils covet, they fight for. Thus, while the owners of territories need to expend little or no effort securing individual damnations, they must constantly struggle to fend off other devils trying to encroach on their turf.

For this reason, much diabolical activity on the Material Plane consists of internecine conflict between cadres of devils. Vassals of rival lords struggle to control territory rich in lawful evil souls. Devils within organizations scheme to oust their superiors and ascend to the vacant positions. Cultists and other mortal minions are drawn into these struggles, along with lesser devils serving the local bosses.

At the same time, the Lords of Hell who control these areas must ensure that their hunting grounds remain fertile sources of damned souls. It does no good to drive off rivals if at the same time the forces of good are turning ordinary people away from evil, or demons are inducing a taste for chaos among the populace.

The Lords of Hell assign territories within rich hunting grounds to favored greater devils called undercontrollers or factotums. Such assignments are always highly political in nature. For example, an ambitious but troublesome servitor might be granted dominion over an area securely controlled by a vassal of a rival archdevil. In such a case, the underhanded lord wins, no matter what happens. If the pesky servitor prevails over the rival, the lord's soul intake increases. If not, she rids herself of an annoying underling while escaping accusations of unfair treatment. After all, the destroyed minion was granted an enviable opportunity, wasn't it?

Some undercontrollers spend the bulk of their time within the boundaries of their assigned areas, but most prefer to operate as absentee lords, governing from Baator while trusted lieutenants monitor the situation on the ground.

In keeping with the tendency of devils to delegate, undercontrollers often carve their territories into portions, which they dole out to loyal inferiors. Depending on the size of a given territory, it might be further parceled, with shares consisting of neighborhoods or villages going to followers of the followers.

The minions of factotums jockey for position, hoping for the chunks of territory with the highest concentrations of damnation-bound mortals. Some undercontrollers allow their subordinates to battle each other for turf, so that the fittest prevail. Others, especially those pressed by rivals of their own, forbid infighting, preserving resources for turf wars that might cost them a share of their souls.

THE MOMENT OF DAMNATION

A mortal's soul is condemned to Hell at the very moment she becomes lawful evil. The devil most responsible for inspiring the mortal's ultimate, defining act of lawful evil gets the credit for her soul's acquisition. If the mortal later undergoes a change of heart and drifts into a new alignment, her soul is no longer considered damned. An attentive devil might notice this loss and return, hoping to nudge its previous victim back to her old ways and thus reclaim her soul.

Credit for the soul of a mortal who drifts between alignments throughout her life but finally winds up in Baator goes to the devil that originally led her into temptation. The assumption behind this policy is that the original corrupter laid the groundwork for the soul's final damnation. This arrangement is much cleaner and easier to enforce than any system requiring case-by-case examination, and devils like their distinctions clear-cut.

Individuals raised in lawful evil societies typically take the decisive step toward damnation upon reaching the age of reason. However, one must actually commit evil acts to suffer the torments of Baator; merely thinking bad thoughts does not incur damnation. Thus, lawful evil societies often employ coming-of-age rituals designed to force their young men and women to commit evil deeds to win full adult status. Young men, for example, are often placed in barracks and encouraged to beat and torment weaker boys. The devilish advisors of the local rulers are often the ultimate authors of such customs, though some develop spontaneously in an environment already predisposed toward evil.

Tending Damnation's Garden

Undercontrollers take an acute interest in the customs and structures of the societies based in their assigned hunting grounds. Most mortals are only weakly aligned. They go about their daily business without thinking too much about the big issues, and they rarely take actions dramatic enough to register as good, evil, lawful, or chaotic.

Devils use their behind-the-scenes influence, whether as political advisors, cult leaders, or purchasers of souls, to force the vast majority of ordinary folks to take a stand—on their side.

Thus, devil-influenced societies tend to display the following characteristics.

Unquestioning Deference to Authority: Rulers are loved and obeyed because they are rulers.

Worship of Strength: Benevolence is considered undesirable and a sign of weakness, both in leaders and in neighbors. People grow up hoping to prove both their strength and their ability to dominate others.

Strict Rules: Conformity to a single identity is harshly enforced. Citizens strive to prove that they belong to a mass whose collective wisdom is greater than individual will. Foreigners and minorities are oppressed when weak and seen as threats when strong. All endeavors, no matter how innocuous, must express the prevailing ideology.

Intrusive Control: The authorities monitor all pursuits and activities, ensuring that strict rules are followed to the letter. Ordinary people are expected to be strong, pure, militant, and self-denying.

Harsh Punishments: Tough punishments are routinely meted out for even minor infractions. The common person enthusiastically supports public humiliation, floggings, torture, and related forms of corporal punishment. Ordinary folk view such measures as essential to the maintenance of social discipline.

Bureaucratic Precision: All transactions, especially those of enforcement authorities, are tracked and recorded with obsessive attention to detail. No official act is too sadistic or gruesome to engender shame; all must be entered accurately into the annals, for posterity's sake.

Exemptions for Rulers: The rules are meant for everyone except figures of high authority, who are by definition so important that their actions cannot be contained in a rules set. They deserve all the comfort, pleasure, and aggrandizement they can get. Anyone who says this attitude represents a contradiction in terms is arrested, imprisoned, and tortured.

Expansionist Aims: Believing fervently in their manifest superiority, citizens of this culture cannot bear the thought of other societies that are organized differently or that adhere to other values. Such decadent cultures must be conquered, subjugated, and turned into reflections (though inevitably inferior ones) of the lawful evil society.

Devils wholly embrace the above values, which mirror those of Baator itself. At the same time, they recognize that societies based on these principles function as damnation machines, sending more souls to Baator than cultures functioning on any other ideology.

In theory, devils can live forever, so they tend to think in an extended time scale. Some of their best schemes take several generations to pay off. Any act that corrupts a society toward the above model can eventually turn it into a fertile territory for soul collection and is thus eminently worthwhile.

THE BLOOD WAR

The other primary activity in Baator, besides the harvesting of souls, is fighting the eternal Blood War against the demonic horde, which is collectively called the tanar'ri. (Although other demonic races besides the tanar'ri exist, devils tend to lump them all into this one category for convenience.) Each layer of the Nine Hells boasts its own army, large portions of which are deployed permanently to Avernus, Baator's blood-soaked first layer, where the bulk of the Blood War battles in devilish territory are fought.

Devils engaged in the Blood War participate in soul harvesting only as the recipients of divine energy, which is granted to them by their superiors. Devils engaged in either activity take great pleasure in sneering at those occupied with the other. Soul harvesters claim that without them, the Blood War combatants would wither and die. Their martial colleagues respond that without them, demons would lay waste to all of the Nine Hells, bringing about an even swifter demise.

The diabolical forces in the Blood War are headed by Bel, Archduke of Avernus. Demonic invasions into Baator have never gotten farther than this layer, primarily because powerful magic inherent in the plane prevents demons from teleporting to any layer lower than one that they currently control. So to truly invade the Nine Hells, the tanar'ri would first have to occupy and reconsecrate the entirety of Avernus, then do the same to Dis, and so forth. To date, they have never

KRETOR: A SAMPLE TERRITORY

The city-state of Kretor serves as a textbook example of a soul-harvesting territory. Home to an austere society of lawful evil militarists, its dead citizens have gone reliably to Hell for more than six generations. The fact that nine in ten of its people are lawful evil at the time of death has earned it a place among its world's most lucrative soul-harvesting areas.

The territory is controlled by a paeliryon named Nimruku, which received the assignment from its lord, Mephistopheles. Nimruku is credited whenever a citizen of Kretor goes to hell.

Nimruku has divided the city into six sectors, each of which is controlled by a horned devil loyal to it—and through it, to Mephistopheles. Each of these horned devils gets partial credit for every soul from its sector that arrives on the Shelves of Despond.

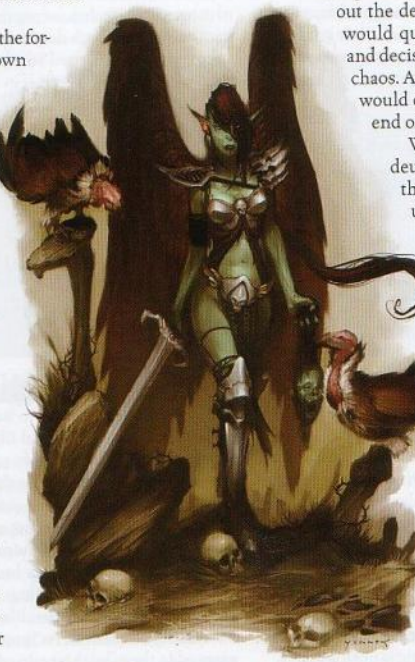
In turn, each horned devil has assigned several lieutenants to oversee the various neighborhoods in its section of Kretor. Each of these underlings receives a share of the credit for the appropriate souls when they arrive in Baator. The lieutenants work mostly through human devil worshipers and sell-souls to ensure that the laws of cruelty remain strong against the forces of good, chaos, and neutrality. Their primary duty is to look out for other devils attempting to horn in on their turf and take credit for their damnations.

occupied territory on Avernus for more than a day, thanks to the exceptional martial prowess of Bel and his forces.

Reporting directly to Bel are the formidable pit fiend generals known as the Dark Eight. Each of these generals commands the forces contributed by one layer of the Nine Hells. Archdukes are technically permitted to function as generals too, but they rarely deign to meddle. Waging the Blood War is drearily necessary but not nearly as interesting as corrupting mortal societies or jockeying for power with fellow archdevils.

The demons enjoy one major advantage in the Blood War: vastly superior numbers. Fortunately for the devils, demons are undisciplined fighters and almost absurdly poor strategists. Devils hold their own through superior tactics, unbending morale, and better equipment. Their mastery of military science is second to none, as is their dedication to subterfuge.

Still, the devils win only about half their engagements. Brilliance and pluck doesn't count for too much when their forces are outnumbered twenty to one.



The erinyes warrior Castalla returns, bruised but unbowed, from another engagement in the eternal Blood Wars

Illus. by K. Tanner

NATURE OF THE BLOOD WAR

The Blood War is a manifestation of a wider cosmic principle—the eternal tension between law and chaos. Some prophets say that this battle is about to intensify, and perhaps even resolve itself once and for all with a final victory of one force over the other. Asmodeus, who appears to believe this prediction, is already planning for the aftermath of this apocalyptic clash. He aims to win the Blood War and then proceed to conquer the other lawful planes, establishing himself as the universe's unquestioned sovereign.

As overblown as such dreams might be, Asmodeus understands what the lawful deities of other planes refuse to acknowledge—that the Blood War is not just an intramural scrap between different varieties of evil. In fact, without the devils' service in this conflict, the tanar'ri would quickly overwhelm all the Outer Planes and decisively win the cosmic battle for the side of chaos. After destroying the rest of existence, they would devour each other, and that would be the end of things.

When his final plans fall into place, Asmodeus intends to punish his former masters of the celestial sphere for daring to look down upon the foot soldiers who did all the dirty work. Until then, he bides his time while they gaze upon the Blood War from their lofty perches.

ALLIED FORCES

As effective as they are against the demonic horde, devils have only a narrow range of abilities at their disposal. So from time to time, they recruit mortal antiheroes to join their infernal armies as auxiliaries. Such forces are typically plucked from the ranks of various devil cults (see page 25).

The most notorious auxiliary is Vathak's Marauders, a force made up of the worst scum from a dozen worlds. Its leaders routinely send small teams of mortals into the heart of the Abyss on missions of assassination and sabotage. The group's leader, the blind cleric Vathak, reports directly to Bel.

COMBAT TACTICS

Against any enemy, devils fight cleverly. First and foremost, they try to fight on any ground except their home plane, where they die permanently if they are slain. Thus, they spend a great deal of time trying to ensure that battles occur at times and places of their own choosing—preferably when the foe occupies lower ground or faces other terrain disadvantages.

Because they are accustomed to fighting while outnumbered, they specialize in ambush and harrying tactics. Devils that can use *greater teleport* never hesitate to exit a fight so that they can regenerate or use healing magic before returning to an engagement. When used over and over again in combination with other strike-and-withdraw tactics, this technique

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DIABOLICAL MOTIVATION QUICK REFERENCE

Devilish schemes are complex and difficult to unravel. Any given devil operating on the Material Plane might be working toward any or all of the following ends.

- Acquiring resources (primarily treasure, information, and magic items) for later use.
- Assassinating, discrediting, or otherwise destroying inspirational role models who move mortals to do good.
- Battling demons and their influence.
- Building a network of infernal allies that will later to be used to accomplish one or more of the other goals detailed here.
- Buying or suborning souls.
- Corrupting a society so that it becomes lawful evil.
- Fighting rival devils for turf.
- Persecuting mortals who thwarted a previous plan, or the descendants of same.

can quickly wear down a foe's resources. Since devils are impassive calculators of odds, they are never afraid to flee altogether if a melee turns against them.

When fighting demons, devils routinely fill the battlefield with flame to take advantage of the fact that they are immune to fire, while demons are merely resistant to it. Pit fiends use their natural *fireball* ability, while hellfire engines attack with their pyrotechnics. Meanwhile, lower-ranked devils with wizard or sorcerer levels rain more fire spells into the fray from afar.

Fiery tactics work similar wonders against angels and archons. Devils that can fly lead the fight against such creatures to counter their aerial maneuverability. Armed with tanglefoot bags, often modified for additional viscosity and toxicity, the flying devils can easily send their airborne foes plummeting earthward, to be set upon by ground troops.

DEVILS AS MONSTERS

Though devils come in many different forms, their physical and mental processes are much the same. The following sections describe the unique aspects of devil physiology, psychology, and culture.

OUTLOOK AND PSYCHOLOGY

The psychology of devils can be summed up in a single word: Ambition. Almost every devil (with a few odd exceptions, such as the narzugon) constantly wonders how it can win advancement—or in a few rare cases, stave off an unwanted promotion.

Devils believe in rules and order not because these forces are good for society, but because they believe that they personally stand to benefit from them. Each devil hopes to reach a position in which it can remake the rules to suit its own goals. Followers of other lawful alignments might see them as hypocrites, but to devils this attitude is perfectly consistent and logical. If the apparent contradictions of infernal society seem too confusing, think of real-world tyrants and how they put themselves above the law.

The cleverer devils invariably perceive themselves as cool, calculating, and abundantly logical. Emotions, after all, tend to be chaotic, while thought and reason are lawful. However, the evil component of their nature often prompts devils to act based on emotion, without regard for their true long-term self-interest.

Devils enjoy inflicting misery—be it physical or mental—on others. They hate suffering defeat or humiliation, so they pursue vengeance with tremendous spite and energy whenever possible. If sufficiently goaded, they might pursue such vendettas even to the point of self-destruction.

RELIGION

Devils ally with lawful evil deities but do not bow down to them. Indeed, they have no need to do so, since they subsist directly on divine energy harvested from the souls of the damned. Their cleric spells also come from the same source of divine energy, channeled to them through Asmodeus and the reigning archdukes of their native layers.

According to the prevailing attitudes in Baator, deities are transient, but devils are forever. The devils believe the myths that describe how Asmodeus established the Nine Hells by tricking the original lawful deities, and even the lawful evil deities are seen as latecomers to the party. In general, devils believe that deities are sometimes useful, always dangerous, and will ultimately be crushed beneath the heel of infernal ambition, along with all other sentient entities in the known universe.

PHYSIOLOGY

Like other creatures of the Outer Planes, devils are abstractions given a semblance of fleshly existence. Though they might appear to be biological creatures composed of flesh, bones, blood, and viscera, they are in fact magical expressions of particular universal concepts. Internally, some devils bear basic similarities to humanoid anatomy, but others are completely bizarre. Because of their unusual physiology, devils can blithely ignore most of the biological needs that drive the humanoids and animals of the Material Plane.

Food and Air

Devils derive their sustenance from the ambient energy of tormented souls, which suffuses all of Baator. Thus, they do not need to eat or drink to survive. However, certain devil forms remain capable of enjoying the taste of fine food or drink as a sensual pleasure, entirely detached from nutrition. The same holds true for devils prone to devouring their organic or demonic foes, although this act is more a celebration of power than an exercise in fine dining.

Devils breathe and require oxygen to survive, though they need far less of it than organic creatures do.

Reproduction

The spawn of Asmodeus do not reproduce sexually. Most are created by the magical transformation of processed soul shells, then graduated (or reduced) from one form to another. A few, however, such as the kalabon, are produced spontaneously by an environment of the Nine Hells.

Inside a devil's body cavity is a mass of squamous, mushy tissue called the ovatorium. Anyone who kills a devil and plunges a hand into this tissue (not an activity recommended for the faint of heart) finds dozens of tiny sacs containing finger-sized, fetal versions of various devil types. When a devil is promoted, a sac corresponding to the new form swells with infernal energy until it reaches full size and bursts out through the ruined flesh of the old form.

But even though they have no need to reproduce, some devils receive pleasure from engaging in sexual behavior. The more humanlike the devil, the more likely it is to feel sexual desire, often accompanied by a twisted, selfish need for love and affection. Erinyes, chain devils, amnizu, and harvester devils are notoriously prone to such temptations. Likewise, sexual intrigue provides a motivation for many of the grudges and alliances behind archducal politics. Like intoxication, sexual behavior, with its destabilizing and even chaotic potential, is reserved as a privilege of the mighty.

Unique devils are capable of sexual reproduction among their own kind and with mortal creatures. A creature born to two unique devils is itself a unique devil. Many a tiefling can trace her ancestry back to an ancient union between a devil and a mortal, as can a wide variety of other half-races.

Although dukes and archdukes can reproduce, they do so only rarely. In the cutthroat politics of Baator, a child born to a diabolical couple is a tenuous ally at best, and an active enemy or useful pawn of its parents' foes at worst.

Intoxication

Because they lack organic digestive systems, devils can't become intoxicated by alcohol or other substances that have such effects on humanoids. To enter an altered state, a devil must ingest magical substances created for this purpose.

The sweet, ropy liquid called *gughalaki* (produced in Maladomini from the scent glands of fiendish centipedes) serves this purpose well, delivering a potent, nearly hallucinogenic punch. Infernal wine, distilled from the fire grapes of Phlegethos, packs a somewhat subtler jolt. Screecher, a concoction recently discovered in the refurbished layer of Malbolge, provides a dulling, acrid tipple for the lowliest of devils.

Considered an expression of chaotic impulses, intoxication is barely tolerated in most diabolical organizations. It is occasionally permitted as a reward, or in ritualized circumstances, such as a trip to Maladomini's Carnival Eternal. High-ranking devils, however, are happy to indulge in the same transgressions they forbid to their underlings.

Mortality

Devils do not die of old age. Most are ageless; in fact, some can trace their origins to a mythic past, before time was measured as it is now. Regardless of when they were created, most devils display no outward signs of aging. However, some especially tough and wrinkly specimens appear visibly decrepit, usually due to a curse, supernatural ailment, or general depletion of divine energy.

A devil slain in the Nine Hells stays dead. A devil slain outside Baator devolves into a puddle of foamy, stinking ooze over a period of 3 to 9 minutes. This residual soul essence registers as both magical and evil. Any mortal ingesting it must make a successful DC 20 Fortitude save or become sickened for 2d4 hours.

Whether or not its residue is disturbed, a slain devil returns to Baator 99 years later, in its original form, at full hit points. This method of transport leaves behind any physical possessions the devil might have carried, including magic items and treasure, even if they originated in Baator. Depending on the nature of its defeat, the devil might experience no repercussions, or it might face demotion for failure. Lowly devils are the likeliest to suffer demotion.

Senses

Almost all devils can see in darkness, even that created by a *greater darkness* spell. The acuity of their other senses varies by form.

Regardless of the acuity of a devil's senses, all its perceptions are tinged by its natural affinity for destruction and despair. The most beautiful flower appears slightly wilted at the edges. An innocent child looks like a bag of flesh loosely covering soft and unformed bones. While a bottle of perfume seems more pleasant than a reeking cesspit, all scents seem to some degree foul.

DEVILS AND DEMONS

"The first lesson you need to learn is that devils and demons are not at all alike. See, demons—they're predictable. They come right at you, like bundles of white-hot rage given fangs and claws. But a devil—he'll be your friend, and like a friend, he'll help you out of a jam, see. Need a few coins to get by? The devil's got a few to spare. Need a warm body to fill your bed? The devil knows the best ladies. Want status? Riches? Property? Magic? Power? The devil has the answers. He'll give you all you want and more. And what does he want in exchange? Just a little thing—a trifle, really. And it won't affect you in the slightest. All he wants is your soul. You just have to sign your name on the dotted line in your own blood, and you'll be set for life. But if you ever do it—and you'll be tempted in our line of work—you let me know. Because I'll be waiting in line to send your no-good, damned soul straight to your new master—guaranteed."

—Conner Smithson, Seeker of Virtue

A layman's assumption that demon and devil are just different names for the same creature is partly correct. Both are beings of pure evil, and both are enemies of virtue and morality. Furthermore, both creatures are keenly interested in the affairs of mortals, at least to the extent that they prey on, exploit, and sometimes kill mortals.

But demons and devils do differ in several important ways. Demons are destroyers. They use their abilities to ruin, smash, and end all things. Devils, on the other hand, are deceivers, liars, charlatans, and thieves bent on luring mortals into damnation. A devil will use any trick at its disposal to finagle a mortal into signing over his soul.

Players are often confused by the differences between devils and demons, and many tend to use the terms interchangeably. Because the differences are important, DMs should structure the noncombat elements of evil outsider encounters to reinforce the contrasts between the two forces of evil. These opposing attitudes are outlined below.

Demons want to destroy the world; devils want to conquer it.

FALLEN ANGELS

Even a place as rigidly ordered as the Nine Hells is rife with exceptions and special cases. At the top of the list are the erinyes, a cadre of hideously beautiful, winged, elite devils that flutter slightly apart from their infernal brethren.

Erinyes are the descendants of fallen angels that became corrupt and plummeted into Baator. Some of them fell with Asmodeus; others were corrupted in later eons. A few of these former angels still survive today as advanced pleasure devils.

While all devils can mate with and impregnate mortals, only erinyes, pleasure devils, and unique female devils are capable of becoming pregnant. (Whether they possessed this ability in the Upper Planes or gained it during their descent remains an unanswered question.) Because they retain this capacity only in these forms, they often resist promotion into other forms.

These female devils standoffishly view themselves as superior to those formed from the souls of the damned. The animosity they feel toward full-blown baatezu is reciprocal. Despite the orders of their superiors, this enmity occasionally breaks out into outright violence. At the same time, though, other devils envy, lust after, and idolize erinyes and their ilk.

Young erinyes are the only true offspring raised in Baator. Their parents are fiercely protective of them and keep their colonies well hidden from interlopers.

Demons act on impulse. Even those that harbor long-term ambitions are easily distracted from them. Devils think, scheme, think again, and finally take action when circumstances reach a point of maximum favorability.

Demons enthusiastically fight to the death. Devils, as much as they enjoy violence, view it in a more calculating manner. They withdraw from any confrontation in which the risk outweighs the reward.

Demons battle the forces of good because they hate them. Devils fight good-aligned foes because where good is weak, souls are more easily harvested. Most devils view those of good alignment with amused contempt until they're thwarted, at which point they become petulant and vengeful.

When corrupting mortals, devils appeal to reason by offering bargains laid out in detailed contracts. Demons simply exploit mortal urges and passions.

Demons want to destroy mortal souls. Devils intend to own them.

A DM'S GUIDE TO DEVILS

With their labyrinthine plots, deep roots in mortal communities, and multiplicity of malign intentions, devils make incredibly versatile adversaries. As villains, they're just as useful in straight-up combat scenarios as they are in intrigue-heavy, story-based adventures.

DEVILS IN YOUR CAMPAIGN

Player characters are among the most likely mortals to encounter devils, not only because PCs tend to embark on great and heroic quests to vanquish evil in all its forms, but also because they tend to accumulate significant power and influence within their societies. Adventurers are, in many ways, some of the most powerful beings in your campaign setting. Furthermore, most are free to explore and do as they will. They might travel the planes, and perhaps one day even oppose evil gods in their own demesnes.

Most PCs consider devils vile enemies to be uncovered, fought, and destroyed, and then forgotten in favor of some other threat. But a rare few recognize the power, the knowledge, and the magic that baatezu can offer mortals, and thus might risk much—even their eternal souls—to either prevail against the might of the Nine Hells or try to harness it for personal gain.

TOP NINE DEVIL FEARS

As arrogant and domineering as they strive to appear, all but the mightiest devils are driven by fear. Here, in ascending order, are a devil's nine greatest fears.

9. Items that overcome damage reduction
8. Anarchic weapons
7. Disorder
6. Failure
5. The scheming of its underlings
4. Its immediate superior
3. Its archduke
2. Oblivion
1. Demotion

Devils make cunning, sneaky, and persistent enemies. Your goal when running a devil encounter should be to make your players hate devils—really, really hate them.

A Devil's Mindset

Here are some hints on how devils think and act. When building encounters, try to incorporate these concepts.

Devils refuse to be pointlessly slain, and they retaliate for any form of interference with their plans. They come after the PCs, try to kill them, and take *their* stuff.

Unlike other adversaries, devils never function as passive bad guys. When encountered on the Material Plane, they're always working toward a specific goal. They might be harvesting individual souls, collecting treasure, corrupting a society, or actively protecting one of their important resources from the forces of good. Thus, you should always know what the devils are up to in your campaign world. Think through their plans and ask yourself what they really need to accomplish to win. Devils typically fight only to preserve critical resources—be they strongholds, servitors, records, or treasure. As the swashbuckling devil hunter Count Zorek once quipped, "The kin of Asmodeus never fight for the hell of it."

CREATING DEVIL ENCOUNTERS

Consider the following factors when preparing a devil encounter.

Purpose

First of all, you need to establish why the devils are in the area. What plot are they furthering? Is this location critical? If so, the devils defend it until all realistic hope of victory seems lost, then flee. If not, they fight only as long as they can perceive an advantage in doing so.

Critical Resources

Does the area have resources that are critical to the devils' current scheme? If so, the spawn of hell should fight to protect them. Before starting play, determine which items in a room or area arouse the devils' defensive instincts, and which are considered expendable.

Records: Devils are assiduous keepers of documents and records. Even low-ranking devils routinely write extensive reports to prove their worth and cunning to their superiors. Such reports can torpedo a sinister conspiracy if they fall into the hands of adventurers. Thus, devils are likely to fight viciously to recapture or destroy them.

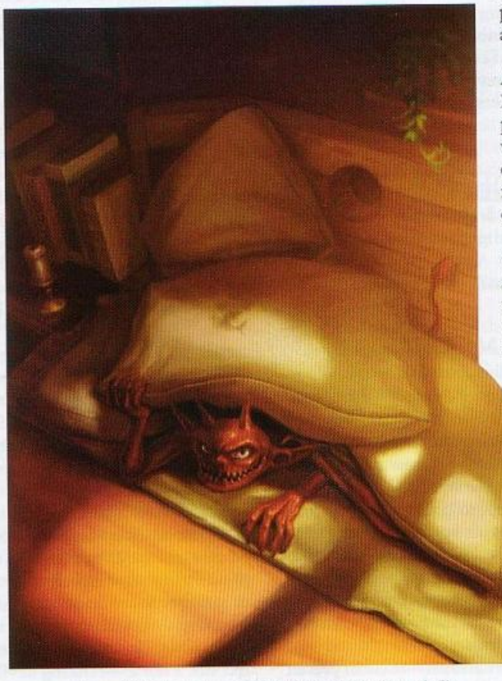
When a devil encounter centers around diabolical records, proper preparation is essential. Determine where any of the materials are hidden in the area. The devils have probably taken the precaution of locking them up, and they might even have set traps designed to destroy the records if unauthorized fingers attempt to pilfer them. Explosive wards and other magic that allows for the remote destruction of records are common choices, so the devils can clean up an area after they have fled.

Treasure: Devils perceive treasure as a means to an end, but in general, they bear no particular affection for it. As useful as treasure can be to a diabolical conspiracy, devils readily abandon their hoards in case of trouble.

Minions of Archduke Mammon are exceptions to this rule. They tend to be so consumed by greed that they're willing to take moderate to high risks to preserve their hard-won gold.

Environmental Advantages

You can reflect the cunning nature of devils by allowing them to use their physical environment to maximum effect. Large battlefields that give the PCs the widest possible range of movement and tactical choices might be more fun for players, but devils are not interested in giving their enemies an interesting fight. They just want to kill their enemies as expediently as they can and be done with it. Thus, they arrange their lairs to enhance their own attacks and narrow their foes' options.



A vengeful imp waits to ambush the devil-slaying paladin Thodara in her room at the inn

Illus. by J. Zhang

Devils typically salt the areas they wish to defend with hidden traps. After ensuring that their own forces know how to avoid triggering the traps, the devils fight in such a way as to herd their enemies into these and other hazards. In addition, the devils' military engineering specialists construct obstacles to impede invaders' movements and channel them into restricted spaces, since bottled-up enemies prove easy prey for area spells and effects.

Furthermore, locations imprinted with diabolical magic might be constructed to replicate the damaging conditions of Baator. Infernal temples, prisons, and torture chambers abound with gruesome sights that can prove distracting to invaders who fail their Will saves. The penalties for distraction can range from a modest penalty on attack rolls to the equivalent of a *fear* spell.

When arranging a devil encounter, take the time to match the dimensions of an environment to the favored strategies of its key devils. For example, you could place erinyes in areas that allow them to engage in aerial sniper attacks. You could favor a barbed devil's *fireball* attack by creating confined spaces that allow the blast to engulf an entire party. Because these devils are immune to fire, they can hurl *fireballs* with impunity in much smaller spaces than a mortal spellcaster can.

Leveraging Immunities

Devils are, to varying degrees, immune or resistant to fire, poison, cold, and other forms of attack. If all the devils in a particular encounter enjoy the same immunities, they might set up their environment to take advantage of that benefit. Some examples of this tactic follow.

- Devils that are immune to fire might deliberately climb into raging fires, forcing adventurers to enter the flames to engage them.
- An ice devil encounter area might replicate the intensely damaging environments of Stygia or Cania in the Nine Hells.
- Devils immune to poison might situate themselves near a natural site of toxic fumes, such as a bog or a gas deposit, or plant fungi that release toxic spores around their lairs. Alternatively, they could strap pouches containing toxins onto their bodies, arranging them so that any successful melee attack is likely to burst a pouch and spray contact poison all over an opponent.

Alarms

Devils usually take the time to protect their Material Plane lairs with alarms—either magical or mundane. If such an alarm is well placed, the occupants cannot be surprised.

Escape

Although devils slain on the Material Plane are not permanently dead, a defeat crushing enough to rob them of life temporarily can cost them property, prestige, and position in Baator. Thus, they never continue a battle that they know they're likely to lose unless all avenues of escape have been cut off. So when they design or modify an area to serve as a lair, devils always leave themselves one or more exit strategies.

A typical devil lair is outfitted with at least one obvious escape route to attract the attention of invaders, plus an actual exit that is hidden from view. Often the false escape route is heavily trapped, so that adventurers who rush to block it can be crushed, sliced, roasted, or otherwise disposed of with little effort on the devil's part.

Barring the Doors

Baatezu are too fond of strategic retreats to make such options available to their enemies. Thus, devils typically build portcullises, sliding doors, rockslides, and hazards into the critical areas of their structures to prevent routed enemies from fleeing.

RUNNING DEVIL ENCOUNTERS

Familiarizing yourself with the abilities and tactics of specific devils prior to running encounters is vital to using these complex opponents wisely. The following general rules are also worth bearing in mind.

Don't Hold Back

Devils understand that adventurers are dangerous, unpredictable opponents with a knack for seizing the upper hand. Thus, baatezu don't conserve limited powers—they fight all-out right from the opening round. If the combat still turns against them, they flee.

Summoning

To ensure that they can seize the advantage early in a fight, devils almost invariably attempt to use their summoning powers as soon as combat begins. They place summoned allies in advantageous positions—usually behind, within, or around the enemy party. After all, it's always best to enter a fight with a flanking bonus already in place.

Full Alert

When a battle with baatezu occurs in a fortress, temple, or other installation with multiple rooms, the devils make plenty of noise, uttering piercing, unearthly shrieks that alert allies elsewhere in the complex to the presence of enemies. Assuming that the PCs do not somehow manage to silence their enemies before they can scream, the rest of the devils and their allies are no longer surprised, and can prepare for upcoming encounters.

Battle Stations

Once alerted, the population of a devilish installation procedes to battle stations, moving to easily defended areas that allow an increased chance of surprising invaders. Then the inhabitants of the complex are sent in ascending order of importance to challenge the intruders. Minions and lackeys wear down the enemies and use up their resources, while tougher opponents prepare to wade in and mop up any intruders still standing. Leaders might retreat to secure locations and monitor the battle through scrying devices or verbal reports from messengers. If invaders seem weak, the leaders might choose to engage them, but if they appear undaunted by the foes sent against them, escape plans come into play. As the fight continues, devils prepare crucial documents for removal—or even commence their destruction.

Escape

As soon as a battle starts to go badly for the devils—or simply fails to advance the overarching scheme of the moment—they shamelessly flee. Many high-ranking devils can use *teleport* or *plane shift*, and they aren't shy about employing these options if doing so seems more likely to enable an escape than using a conventional escape route.

General Unpleasantness

Devils that belong to a wider conspiracy work to damage their enemies' future capabilities, often in a nasty, spiteful way. When PCs have animal companions, for example, devils make a policy of attacking and killing those creatures. Baatezu are especially fond of sneaking up and slaughtering tethered or leashed animals left behind by an exploring party.

Whether they're hitting animals or PCs, devils believe in finishing their work before moving on to a fresh opponent. Thus, they often strike disabled or dying opponents until they're dead, or make a coup de grace attack if battle conditions allow. After all, what sense does it make to strike down an enemy only to have someone heal her up to full strength moments after the battle concludes?

If you play devils properly, your players are likely to whine and complain that you're out to get them. Just remember: The devils make you do it.

ENCOUNTER AFTERMATH

One of the many dangers in engaging devils lies in their highly organized nature. An adventurer unfortunate enough to be left alive in the hands of a devil can suffer a variety of cruel fates, and even apparent victors can expect grim retaliation in the future.

Capture, Ransom, and Torture

As noted above, devils strive to prevent defeated adventurers from fleeing. Although they are perfectly happy to slay any pusillanimous lackeys of virtue who have the temerity to storm their redoubts, devils can also wring an advantage from just about any captured foe.

Prisoners are first tortured for information, most likely by chain devils or pain devils. These torturers supreme learn to understand corrupt souls from the inside out—by exquisitely disassembling them. By mastering the torturer's art and adding their own creative touches, they hope to stand out from their fellows enough to merit elevation to the highly coveted rank of harvester devil.

Diabolical torturers want to determine the extent of an enemy's knowledge of their plans. So they try to find out who else knows about their presence, then move on to general questions about an area's power structure. This kind of information can prove invaluable for infiltration, blackmail, and intimidation. The devils want fortress maps, chains of command, weapon inventories, and, most of all, salacious gossip about the weak and corruptible.

Once all possible information has been forcibly extracted from a captured foe, the devils continue to seek further advantages. For example, they might offer a captured enemy a Faustian pact. At first, they merely offer to stop the torture in exchange for the victim's soul. Such a pact is not actually valid, since the terms of the Pact Primeval forbid devils from coercing mortals into giving up their souls. Thus, an agreement that offers only relief from torture can be successfully challenged (see Adjudication, page 25). A devil typically attempts such a bargain anyway, counting on the difficulty of lodging appeals to make it stand. If a prisoner resists, positive rewards are gradually placed on the negotiating table as well.

Meanwhile, devilish intermediaries might seek out the captured foe's allies or relatives and offer to return the prisoner in exchange for their souls. Cash-poor or greedy diabolical organizations sometimes grudgingly accept large sums of money in lieu of souls. Where possible, a devil always double deals, gaining both the prisoner's soul and at least one other soul as ransom.

Ransomed prisoners are often maimed or driven mad before their return. Luckier wretches are merely forced to sign agreements forfeiting their souls if they ever again attack devils or their allies.

RETALIATORY ENCOUNTERS

"When you attack one demon, you attack a single creature. When you attack one devil, you attack them all."

—Corvana the Just, Paladin of Spherdale

Like the members of any organization dedicated to evil, devils project their power through intimidation. Otherwise stalwart adventurers quail when news of a devil lair circulates through a town, because the diabolical penchant for retaliation is well known.

Because slain devils rematerialize in Baator, killing a devil on the Material Plane merely inconveniences and humiliates it. Since failure to perform a mission can result in demotion or worse in the Nine Hells, devils are quick to punish such slights and make examples of the perpetrators. Thus, any devil encounter—especially one in which the PCs prevail over one or more high-ranking baatezu—can lead to retaliatory attacks. The chance of such attacks increases with the magnitude of the adventurers' victory. An inconsequential fight that doesn't really damage the devils' long-range plans is less likely to provoke reprisals than one that exposes or destroys an entire conspiracy. However, actions that result in the salvation of souls otherwise consigned to Baator almost always bring about retaliation.

The means used to track down targets of reprisals varies depending on the accessibility of the party's home base. In an area thoroughly penetrated by diabolical agents, mortal pawns can conduct the necessary investigative work. But where the agents of evil fear to tread, devils must resort to supernatural methods of pursuit, including using specially trained hellcats to track enemies.

Devils attack intelligently and in a coordinated fashion. In heavily good-dominated areas, they might strike from the shadows, attempting assassination by poisoning, booby-traps, or other covert means. More typically, they try to stage a very public assault on an inn where the PCs are staying or on their permanent headquarters. These retaliatory strikes typically occur under cover of darkness, while targets are sleeping, because a fair fight is not the objective.

Such strikes are geared to attract plenty of attention because they serve a dual purpose—to gain vengeance on the PCs and serve as a deterrent to others who might consider interfering with a devil's plans. Because they know that mortals are often more concerned for their loved ones' safety than their own, devils cruelly target any noncombatant bystanders unlucky enough to be present at a reprisal attack. They happily slay the elderly, the infirm, and even children.

The size of the force dispatched on a reprisal raid takes into account the known capabilities of the adversaries. Devils that feel they have insufficient information might send low-grade devils and cultists to stage a preliminary attack, merely to test the party's strengths.

If the targets of diabolical wrath hunker down and hide, the devils might direct their attacks at random citizens, or even stage kidnappings of loved ones or local worthies to force their prey into the open. Thus, frightened locals sometimes drive targeted adventurers from their midst in an effort to get out of the crossfire.

These retaliations continue only as long as they serve the purposes of the offended devil gang. Retaliatory strikes are not worth the effort if they inspire authorities to root out all local devil cultists, or cause a legion of paladins to storm their nearest outpost.

MORTALS AND DEVILS

"By the blessings of the nine Lords of the Pit and by the seven names of the Celestial Hebdomad, I invoke thee. Concede to my demands and serve me. In return for this service, I offer my eternal soul."

—Malethrix, diabolist

It is difficult to imagine why anyone would deal with devils when their motives are so clear. Regardless of their slippery words and cunning phrases, a devil has no camaraderie in

MASTERS OF TORMENT

Most groups prefer to leave the details of a diabolical torture session to the imagination, but the end results can still be quantified. The rules provided here allow your group to imagine the screams emanating from behind the closed door of a torture chamber without dwelling on the appalling specifics of violent coercion.

Torture is as much a matter of theater and psychology as it is a physical act. Thus, to conduct a proper torture session, a torturer must render a victim utterly helpless in a location fully controlled by the enemy. A torture session of any intensity takes 1 hour to perform.

During a torture session, a devil administering the coercion chooses the intensity of the torture (see the table below).

Intensity	Damage
Intimidating	Nil
Painful	1d4
Cruel	1d6+1
Excruciating	1d8+2
Sadistic	2d10+3
Indescribable	2d20+5

Upon completing the session, a devil attempts an Intimidate check opposed by the victim's Will saving throw. A victim that has been helpless for fewer than 12 hours gains a +4 bonus on the Will save. Furthermore, a victim who is subjected to a second session fewer than 6 hours after the first gains an additional +4 bonus, since the shock has a desensitizing effect.

On a failed save, the victim capitulates utterly to the torturer's demands. If unable to provide the correct answers to the torturer's questions, the victim instead supplies whatever information the interrogator seems to want to hear. A successful save allows the victim to resist if desired.

Regardless of the saving throw result, the victim takes the full amount of damage indicated on the table, based on the intensity of the torture. Thus, devils that specialize in torture must carefully gauge the damage they deal to ensure that their victims can conceivably survive it. Some actually heal their victims between sessions so that they can inflict renewed torments.

Torture is an all-too-real part of the world that we see on the news every night, so many players become understandably upset if their characters are imprisoned—much less subjected to torture. Thus, a wise DM might wish to keep this sort of treatment offstage and confine its effects to NPCs.

mind when it approaches a mortal. It offers no love and no respect—just a simple agenda of damnation.

To achieve its goals, however, a devil often appears servile and meek. It smiles and capers, bows and scrapes, and does whatever it can to make the mortal character believe he's in charge. But when the mortal lets down his guard, the devil sinks in its talons and wrenches loose his soul.

FAUSTIAN PACTS

Devils take special delight in corrupting the souls of their enemies, and Faustian pacts have proven to be among the most effective ways to lure mortals astray. Such a contract, negotiated between a devil and a mortal of any alignment other than lawful evil, exchanges the mortal's soul for any number of possible benefits. Over the centuries, many adventurers have proven themselves susceptible to the temptations inherent in Faustian pacts, because those pacts promise the sort of powers and abilities that adventurers covet.

The bulk of such contracts are negotiated by harvester devils, who specialize in convincing foolish mortals to sign away their souls. Other devils of higher rank, from erinyes to pit fiends, can also offer Faustian pacts if they wish, but they are not as aggressive in seeking new marks as harvesters.

Though benefits of extraordinary value can be offered in a Faustian pact, the devil preparing it always tries to achieve a deal with the minimum possible expenditure of resources. Once the soul is securely damned, the negotiator often arranges—usually through servitors—to bring about the signatory's untimely death. Not only does this tactic negate any continuing expenses required by the contract, it also ensures that the mortal doesn't wriggle out of the arrangement by atoning her way back to her original alignment.

Contacting a Devil

Harvester devils scour the earth daily for likely victims. Mortals actively seeking to sell their souls can find harvester devils in haunted places, at known diabolical temples and fortresses, or waiting near a crossroads at midnight. Occasionally, harvester devils set up shop in well-trafficked dungeons, hoping to ensnare the greedy, reckless adventurers who often plumb such places.

Negotiating the Deal

Devils extend two types of contracts—the Pact Certain and the Pact Insidious. These terms are used only in the Nine Hells—they sound too sinister to share with prospective signatories.

In accordance with folklore, each contract is a physical object—either a scroll or a small volume bound in fine leather and edged in gold. In it are scribed the terms of the contract in amazing detail. The devil always retains a copy of the contract and, if pressed, provides a second one to the signatory. Mortals must sign in their own blood to render the contract binding.

The Pact Certain

The Pact Certain is the favored choice of all devils who deal in Faustian pacts, but it is offered only to easy marks who have already proven themselves indifferent to the fates of their souls. A Pact Certain contains language in which the mortal explicitly affirms allegiance to a Lord of Hell and promises to walk the paths of law and evil in exchange for whatever benefits are offered.

Mortals signing such pacts immediately switch alignment to lawful evil, even if they have not previously taken any actions of either a lawful or an evil nature. The mere act of consciously assigning one's soul to a lord of Hell is, by the terms of the Pact Primeval, an irredeemably and intrinsically lawful evil act.

A Pact Certain can be nullified only by proving that the bloody signature was extracted involuntarily, through duress. According to the Pact Primeval, devils cannot reap signatures through torture or threats of force—including force

NINETY-NINE DEVIL NAMES

Hordes of nameless devils are all well and good for noncombat encounters, but minions of Baator that interact extensively with the player characters need names—preferably names dripping with ichor and brimstone. If you can't think of enough on your own, you can choose from this list of ninety-nine suitably devilish appellations.

Adacher
Adaddon
Adadese
Akinurb
Anurbat
Anurnac
Anur-Shub
Arbelah
Babzidu
Bal-Balah
Barbagg
Bis
Bisrib
Chuh-Arbalma
Damasze
Dimgidu
Dingidnin
Dinimabi
Dukiana
Dur
Ehur-Shu-Dur
Ehurtar
Elamash
Enian
Enlilil
Esagala
Esarhal
Esarruk
Gaszarsir
Gismudurug
Gissz
Giszagnabi
Haburta
Harch-sschwat
Harrapi
Hisszagu
Hursag
Huszi
Ibza
Iduduamnaa
Igaam
Igalil
Ilile
Imhiakaam
Jebel
Jebelat
Jezirpa
Karduki
Kikabi
Kilzecru
Klo-Thort
Kulzu
Kuninin
Maam
Maradaraam
Matukal
Meteneg
Mitanu
Muibzur
Muigude
Muisze
Muninaam
Mununaa
Nab-kin
Naszsir
Nimrisr
Nin
Nutae
Pisipad
Pismurda
Riasir
Sag
Sagrata
Shaddon
Shalbal
Shalih
Sharrar
Sharruk
Sigsir
Sineser
Szekaabsuk
Szerinsuk
Szumuzabi
Szusumu
T'aah'ukin
Tho'Daah-Nugh
Tigla
Tubidu
Tumunnu
Turtush
Tur-uk
Ubienlnaa
Udnaa
Urah
Zaburra
Zaganit
Zalidamsir
Zamanni
Zananaa

against third parties. This rule does not, however, pertain to individuals who voluntarily sign a Pact Certain to ransom an imprisoned soul from Baator.

Pact Insidious

In a Pact Insidious, a devil promises to provide certain benefits for a mortal signatory in exchange for specified reciprocal favors. It does not explicitly bind the mortal's soul to Baator, nor does it require a statement of allegiance to any particular archdevil.

From the devil's point of view, such a pact is still an exercise in damnation—it is merely sneakier than a Pact Certain. A Pact Insidious allows a gullible mortal to believe he can gain the benefits of a flirtation with evil without suffering its consequences. Thus, it exploits the eternal self-delusion of the lazy and greedy.

A contract of this type is written to deliver its promises in stages. To reap the next stage of benefits, the signatory must perform a new service for the devil. A fool who signs such a bargain rarely notices until it is too late that each service incrementally nudges him toward eternal damnation. Each task specified by a Pact Insidious is a corrupt act (see page 30). Hidden provisions in the contract revoke the previous benefits if the mortal stops performing the specified tasks.

Strict prohibitions forbid the mortal from disclosing the contents of the agreement to any third party. Though the contract does not explicitly say so, these prohibitions are meant to keep mortals away from meddlesome priests, who can perform *atonement* spells to absolve repentant signatories of the sins they have accumulated while fulfilling the terms of the contract.

Rewards

Devils carefully calibrate the rewards of a Faustian pact against the value of the soul acquired. Thus, they're likely to offer more to a mighty king or a vaunted hero than to a snot-nosed street urchin. By the same token, persons already teetering on damnation's edge tend to get poorer offers than those otherwise unlikely to damn themselves.

Every reward has a cost, which soul harvesters endeavor to keep as low as possible. When they can, they offer benefits achievable through the mundane resources at their disposal. For example, they might provide information from their spy networks or treasure from their raiding parties. A devil could make a signatory prosperous by introducing him to wealthy cultists who can steer him toward insider opportunities.

When strictly necessary, however, a devil can draw on its supernatural powers to fulfill contract terms. In high-status cases, it can even petition its archdevil master to work unholy *miracles* on a signatory's behalf.

For rules purposes, each of a contract's rewards is given a rating from 1 to 7, as detailed on the table below.

A Pact Certain typically provides one 7-point reward, though a skillful bargainer can sometimes extract greater benefits.

A Pact Insidious offers up to seven separate rewards with a total reward rating of 9. To get each reward, the signatory must perform a corrupt act with a value equal to its reward rating.

Rewards of treasure, whether money or magic items, are calculated in relation to the signatory's current wealth. A poor man might be cajoled for a few coppers, but it takes a king's ransom to lure a wealthy ruler to perdition.

FAUSTIAN PACT WEALTH REWARDS

Reward Rating	Cash Value (% of Current Wealth)
1	5%
2	10%
3	20%
4	30%
5	40%
6	50%
7	60%

A character can also receive free XP, calculated in relation to her level, as given on the following table.

FAUSTIAN PACT XP REWARDS

Character	Reward Rating						
Level	1	2	3	4	5	6	7
1st–3rd	50	100	150	200	250	300	600
4th	100	200	300	400	500	600	1,200
5th	150	300	450	600	750	900	1,800
6th	200	400	600	800	1,000	1,200	2,400
7th	250	500	750	1,000	1,250	1,500	3,000
8th	300	600	900	1,200	1,500	1,800	3,600
9th	350	700	1,050	1,400	1,750	2,100	4,200
10th	400	800	1,200	1,600	2,000	2,400	4,800
11th	450	900	1,350	1,800	2,250	2,700	5,400
12th	500	1,000	1,500	2,000	2,500	3,000	6,000
13th	550	1,100	1,650	2,200	2,750	3,300	6,600
14th	600	1,200	1,800	2,400	3,000	3,600	7,200
15th	650	1,300	1,950	2,600	3,250	3,900	7,800
16th	700	1,400	2,100	2,800	3,500	4,200	8,400
17th	750	1,500	2,250	3,000	3,750	4,500	9,000
18th	800	1,600	2,400	3,200	4,000	4,800	9,600
19th	850	1,700	2,550	3,400	4,250	5,100	10,200
20th	900	1,800	2,700	3,600	4,500	5,400	10,800

Characters untempted by raw gold or XP might still succumb to the lure of specific new capabilities, as outlined below.

ASSORTED FAUSTIAN REWARDS

Reward	Reward Rating
Additional feat	4
Additional spell slot (any level)	3
1-point ability increase	5
Bonus on one class skill	1 per +1 bonus
Bonus on one cross-class skill	2 per +1 bonus

If you run a run story-oriented campaign, you can create specific rewards geared to your world simply by assigning each a rating based on its value. For example, a PC might get to marry the princess, decree the death of a hated enemy, or ransom a fellow party member from a diabolical prison.

Whether or not to place the PCs in temptation's path is always your decision as DM. If you do so, be sure that the advantages balance well with the disadvantages in your world. In general, benefits granted by Faustian pacts are balanced by the recipient's inability to be *raised*, *reincarnated*, or *resurrected*. Do not introduce Faustian pacts into a campaign where this limitation is not a meaningful disadvantage.

Adjudication

Devils allow very few souls to return to the Material Plane and live again. The only souls they release are those of committed and useful servitors whose eventual damnation is guaranteed, or those pried from their grasp through legal proceedings. Thus, when PC signatories of Faustian pacts die and want to be *raised*, *reincarnated*, or *resurrected*, a series of scenes set in Baator determines whether they are freed or ferried immediately to a hellish torture chamber. In the latter case, the character must be retired.

Mortals who consider themselves unfairly condemned to Baator might protest the terms of their contracts only after death, when their souls arrive on the Shelves of Despond. At that point, they must be knowledgeable enough to demand adjudication from the barbazu attempting to manhandle them into the waiting vessels of their respective archdevils. A successful DC 20 Knowledge (the planes) or Knowledge (religion) check reveals this essential fact.

Once this right is invoked, the Pact Primeval requires that the soul be granted a fair hearing. In ordinary circumstances, the trial takes place in the Diabolical Courts, which are located in the city of Abriymoch in Phlegethos (see page 52).

The soul is entitled to representation by the advocate of its choice. If the desired advocate is not already in Baator, the presiding devil must contact the individual to make the request, though it is under no obligation to provide transport to Baator. A harvester devil or erinyes is appointed the soul's counsel if it lacks available representation. On the other side is a devil's advocate, who speaks for the condemnation of the soul.

Only the following two defenses against condemnation are considered valid:

The mortal was coerced or magically compelled into signing a Faustian pact.

The devil offering a Pact Certain did not provide the promised benefits.

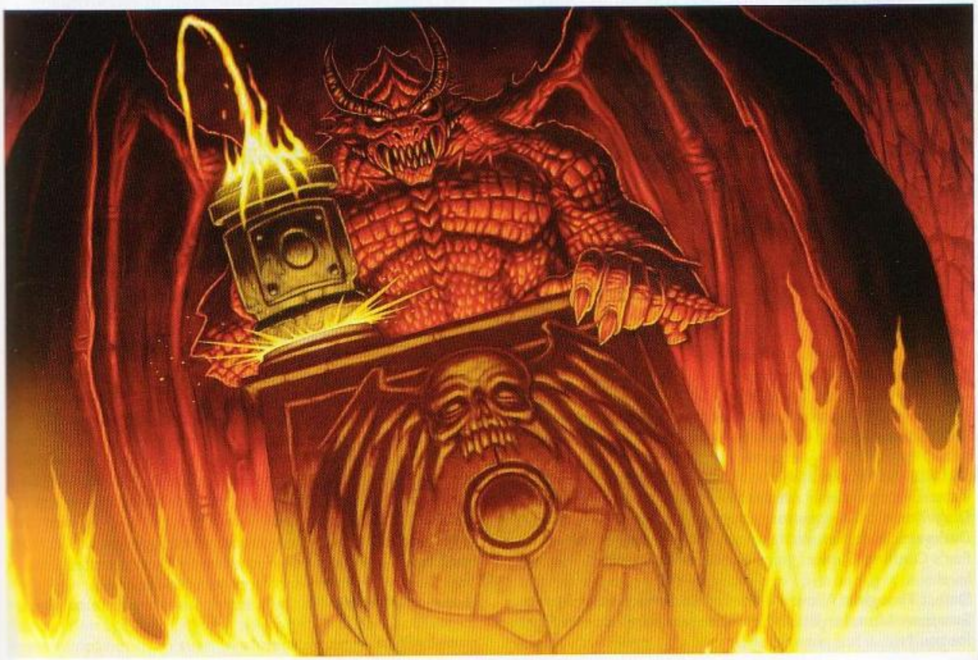
The judge, usually a pit fiend, listens dispassionately to both sides and rules, as a lawful creature must, according to the law. The prosecutor and defense advocate must each make three skill checks: Diplomacy, Knowledge (the planes), and Perform (acting). The results of all three checks are added together, and the side with the highest total result wins the case.

It is also possible for a defendant to win her case on merit, only to suffer condemnation to the Nine Hells on unrelated grounds if her corruption score or obeisance score (see page 30) equals or exceeds 9. Much diabolical laughter then ensues.

DEVIL WORSHIP

Devil worshipers are easily the most despicable of mortals. Such individuals willingly exchange their souls for temporal power and the promise of greater stations in Baator. Most who join cults do so because they are disaffected with society and view an alliance with Baator as an act of supreme rebellion. Others embrace evil in this way because they are dissatisfied with their lives and frustrated with religion or society. A few dabble in the forbidden simply because they are bored or morbidly curious, not realizing the dangers such activities might invoke.

A cult is a small religious cell dedicated to a single archdevil, or sometimes to another greater devil. Cults meet in secret places, such as basements or abandoned buildings, to



Damned souls wishing to dispute the terms of their Faustian contracts must appear before the unforgiving baatezu justice Ashkult

Illus. by D. Allsop

perform foul rites in honor of their infernal masters. During the day, cultists might lead ordinary lives, working shoulder-to-shoulder with their fellow citizens, with no one the wiser about their nocturnal ventures.

Every Lord of Hell except Bel has a cult. Small or large, widespread or working in isolated pockets, these mortal servants pose as much a threat to society as the devils themselves. The reason is simple: Though cultists believe they will somehow be exempt from the torment of other lawful evil souls, they realize that if found wanting, they stand to face the same fate as anyone else consigned to the Pit. Foes with nothing to lose are the most dangerous of all.

Devil-worshiping cults serve as major vehicles for diabolical activities in the Material Plane. Any mortal cultists who willingly serve devils have by definition already consigned their souls to Baator. Even better, these deluded, glassy-eyed, and eminently expendable fanatics can be employed to advance diabolical agendas on the Material Plane. Such schemes usually aim, with varying degrees of directness, to steer less overtly cooperative mortals to spiritual doom.

Devils support two types of cults: revealed and hidden. These cult types are described below.

Revealed Cults

Revealed cults consist of worshipers who knowingly pay homage to one of the Lords of Hell—usually Asmodeus. The membership of such cults is primarily monstrous or humanoid. In societies where lawful evil alignments predominate, these cults typically operate openly. In societies dedicated to other alignments, even the so-called revealed cults keep their activities secret, revealing their true natures only to their followers.

While Asmodeus unquestionably dominates the arena of revealed cults, all archdevils participate in a network of hidden cults to bolster their yields of harvested souls.

The Revealed Cults of Hell, ranked from most to least influential, are described below.

Cult of Asmodeus: By far the largest of the Baatorian cults, the Cult of Asmodeus is the first choice of civilized devil worshipers everywhere. Though the cult claims some monstrous adherents, most of its sects are based in the towns and cities of humans, dwarves, elves, gnomes, and halflings.

Most Asmodeus cultists use the organization as a stepping stone to wealth and power. Devoted to might and oppression, the cult functions as a sort of sinister mutual aid society. Members form secret alliances, employing their wealth and connections to bootstrap each other into positions of power. In cities and kingdoms thoroughly devoted to the worship of Asmodeus, all persons of ambition must join the cult to advance socially, politically, or economically. In areas hostile to the lawful evil alignment, a hidden cult (see page 28) might feed recruits into the sect proper. Temples are hidden in subterranean complexes beneath ideologically hostile cities, but they dominate the landscape in lawful evil settlements.

Symbols of the Cult of Asmodeus include a clawed fist gripping a skull (popular in devil-dominated societies) and the more subtle ruby-tipped rod that Asmodeus uses as his emblem. The cult's favored weapon is the heavy mace, and the domains available to its clerics are Diabolic (see page 100), Evil, and Law.

Cult of Mammon: Enthusiastic practitioners of the sins of greed and lust flock to worship Mammon. His temples are ostentatious displays of obscene wealth that tower over the landscape. These lavishly appointed edifices, dripping with gems and precious metals, aren't so much fortresses housing treasure as treasures shaped like fortresses. All implements within them, from altars to sacrificial knives, are made of gold and encrusted with precious gems.

As might be expected for such treasure troves, Mammon's temples bristle with traps and are guarded by fearsome servitors, including dragons, beholders, and mind flayers.

Like Asmodeus cultists, acolytes of Mammon prosper by carrying alliances made within the temple out into the wider world. In Mammon's case, these alliances are primarily of a commercial nature.

Clerics of Mammon, often called covetors, wear gold-trimmed red robes and can choose from the domains of Diabolic (see

THE BAATOR DOMAIN

Clerics of any archdevil can choose access to the Baator domain, described below, instead of the standard domain choices given in the cult descriptions. The Baator domain takes the place of both of the cleric's normal domain choices.

Requirement: Must be lawful evil.

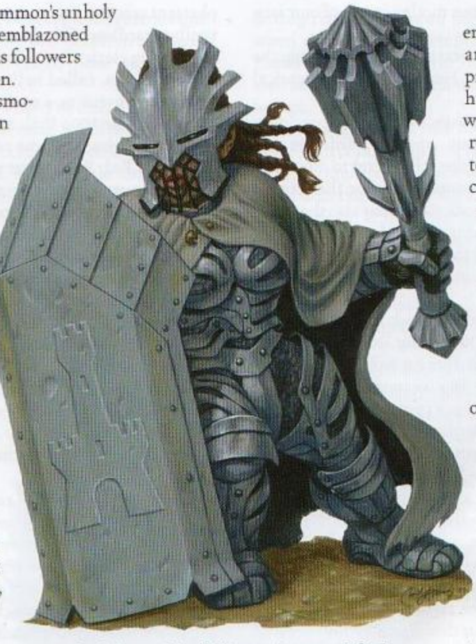
Granted Power (Su): You gain the ability to see perfectly in darkness of any kind, even that created by a *deeper darkness* spell. Add Bluff to your list of cleric class skills.

Baator Domain Spells

1 **Bane:** Enemies take –1 on attack rolls and saves against fear.
Disguise Self: Changes your appearance.
2 **Darkness:** 20-ft. radius of supernatural shadow.
Fox's Cunning: Subject gains +4 to Intelligence for 1 minute/level.
3 **Detect Thoughts:** Allows "listening" to surface thoughts.
Summon Monster III: Calls extraplanar creature to fight for you.*
4 **Deeper Darkness:** Object sheds supernatural shadow in 60-ft. radius.
Suggestion: Compels subject to follow stated course of action.
5 **Spell Resistance:** Subject gains SR 12 + level.
Summon Monster V: Calls extraplanar creature to fight for you.*
6 **Dominate Person:** Controls humanoid telepathically.
Fox's Cunning, Mass: As *fox's cunning*, but affects one subject/level.
7 **Repulsion:** Creatures can't approach you.
Summon Monster VII: Calls extraplanar creature to fight for you.*
8 **Demand:** As *sending*, plus you can send *suggestion*.
Spell Turning: Reflect 1d4+6 spell levels back at caster.
9 **Imprisonment:** Entombs subject beneath the earth.
Summon Monster IX: Calls extraplanar creature to fight for you.*

* Lawful evil creatures only.

page 100), Evil, and Trickery. Mammon's unholy symbol is a medallion-sized coin emblazoned with his snake-bodied image. His followers favor the short spear as a weapon.



Curduin, a cultist of Dispater, braces to defend one of his fortified temples

Illus. by C. Frank

Cult of Baalzebul: Where Asmodeus caters to mortals already on the path to power, the sluglike conspirator Baalzebul attracts nonconformists, coup plotters, and rebels. As much a conspiracy as a religious order, a sect of Baalzebul typically plots the overthrow of a lawful good or neutral regime, undermining the ruling house with lies and charm backed up by the judicious use of assassination, intimidation, and terror.

It usually takes generations for a Cult of Baalzebul to bring down a government, and in fact, its members are usually better at bringing down enemy states than at governing them after the dust settles. Thus, Baalzebul and Asmodeus occasionally swap temples. The Lord of the Ruby Rod takes over a victorious Baalzebul temple, while the Lord of Lies gains a secret shrine to Asmodeus underlying a virtuous kingdom in need of subversion.

Shrines to Baalzebul reek with the stink of incense drawn from unspeakable sources, and his altars and decorations bear an insect motif. Floor space is often limited by a profusion of statuary.

Clerics of the Lord of Lies favor shaved heads, blue and black robes, gold jewelry, and pierced body parts. They have access to the Diabolic (see page 100), Strength, and Trickery domains and favor the morningstar as a weapon. Among Baalzebul's symbols are a fly's head, a web dangling with plump flies, and an enthroned slug.

Cult of Dispater: Worshipers of the supremely conservative archdevil Dispater build impregnable outposts of evil and hunker down within them, waiting to be attacked and reviewing their defensive protocols and escape plans. His cults, which represent evil in its most stagnant and sterile form, appeal to adherents who value stability as much they do cruelty.

Clerics of Dispater wear gray clothing and hide their features behind iron masks. They wield heavy maces, their master's favored weapon, and can choose from the Destruction, Evil, and War domains. Dispater's symbol is a fortress embossed on a reinforced miniature shield.

Cult of Belial: Members of this small cult devote themselves to domination, trickery, secrets, and seduction. Its adherents are generally more interested in personal than political corruption, even when working within a court or other institution.

Belial's temples feature circular altars and black candles housed in elegant rooms and marble halls. The decor is always understated, yet tasteful.

Clerics of Belial sport thin, lovingly tended beards, dress in red and black, and wield their master's signature weapon, the ranseur. Belial grants access to the Evil, Knowledge, and Trickery domains. His symbol is a pair of red, glowing eyes over a horizontally positioned ranseur, with the whole image encircled by a red tail ending in a wicked barb.

Cult of Fierna: The fledgling cult of Fierna, daughter to Belial, has yet to establish a definitive agenda or mode of operation. Its few temples are improvised from available

WHY DO THEY DO IT?

One of the mysteries of the multiverse is why any person in her right mind would choose a lawful evil alignment and devil worship. Who wants to go to Baator and suffer horrific torments, only to be boiled down into expendable energy and used to spawn a pathetic, mindless lemure?

First of all, few inhabitants of a D&D world, even devil cultists, have access to accurate information about the afterlife. Most lawful evil characters envision the Nine Hells as a place much like the everyday world, except with higher, sharper mountains and a touch more brimstone in the air. One might have heard that souls are tormented there, but she assumes that her own special relationship with her local devils will somehow exempt her from such treatment. After all, high-ranking minions of evil universally regard themselves as special and indispensable.

Characters might also be aware that lawful evil souls become devils after death, but not that their identities are painfully extracted and obliterated in the process. Arrogantly certain of their ability to scale the diabolical hierarchy, they reckon that they will quickly zoom to pit fiend status, retaining their earthly personalities and memories in the process. Neither evil kings nor fanatical cult leaders ever look at a lemure and imagine it to be their most likely eternal form.

In a few rare cases, an exceptionally evil person might receive an automatic promotion to a higher devil form. Thus, a band of adventurers might conceivably slay a tyrant, only to see him return as a mighty devil. Such a transformation is rare, but it can happen.

materials, and its worshipers are a motley group of outcasts, malcontents, and exiles.

Clerics of Fierna favor the scimitar and can choose from the Evil, Fire, and Trickery domains. Fierna's symbol is identical to Belial's.

Cult of Glasya: Cultists of Glasya, the seductive, recently elevated daughter of Asmodeus, operate bordellos and brothels as fronts for their temples. They tend to cluster in areas of political unrest, where nations teeter on the verge of wholesale conversion to lawful evil. Glasya has also shown an interest in societies that uphold traditional gender roles. In such places, her cultists recruit the mothers, daughters, and consorts of mighty men and teach them to how to become the power behind the throne.

Glasya's clerics can choose from the Diabolic (see page 100), Evil, and Trickery domains. (DMs using *Spell Compendium* can substitute the Domination domain described on page 273 of that book for Diabolic.) As a weapon, they favor the scourge, which is not only Glasya's preferred weapon, but also, in a copper-colored representation, her holy symbol.

Cult of Levistus: Followers of the frozen, vengeful Archduke Levistus seem more like swashbuckling bravos than dour priests of evil. They generally pursue agendas of vengeance and betrayal so dreadful that bards sing of their actions for generations to come.

Known as bladereavers, Levistus's clerics lead solitary, nomadic existences and worship at portable shrines. They wield his weapon of choice, the rapier, and have access to the Cold, Evil, Trickery, and War domains. The holy symbol of Levistus is an iron cauldron in which chunks of ice are melted for rituals.

Cult of Mephistopheles: Until recently, the subtle, fiery Mephistopheles operated cults for Asmodeus as part of his vassalage to the greatest of the archdukes. Now Mephistopheles is slowly relinquishing these subcontracted duties to build a peculiar cult of his own that promises its members control of hellfire—a relatively new magical substance of his design. This sect, which does not restrict its membership to lawful evil adherents, has hidden cult aspects because it's as much a soul-harvesting operation as a means of entrenching diabolical power in the Material Plane.

Temples to Mephistopheles feature massive fire pits in which sacrificial victims are burned alive. Favored initiates are granted access to the spells *hellfire* and *hellfire storm* (see Chapter 3) in exchange for the performance of corrupt or obeisant acts (see Corrupt Acts, page 30). They can use these spells regardless of class and at a level predetermined by the corrupting cleric.

Cult leaders, called hellfire masters or hellfire stewards, favor the ranseur as a weapon and have access to the Diabolic (see page 100), Evil, and Fire domains. The symbol of Mephistopheles is a flame rendered in copper and gold.

Cult of Bel: Bel has yet to establish a cult. He remains more interested in advancing Baator's agenda in the Blood War than in complicated intrigues outside of the Nine Hells. A few warriors here and there still worship him.

His clerics favor the greatsword and can choose from the Destruction, Strength, and War domains.

Hidden Cults

Only the highest-ranking leaders of a hidden cult realize that their religious fervor is devoted to diabolical ends. Most of the members know only that great secrets await the most dedicated followers of their small, exclusive sect. A revealed cult organizes mortals who are already among the damned to further infernal power; hidden cults exist to corrupt currently untainted souls.

Typically a hidden cult targets particular alignments—especially lawful good—for recruiting. Clerics, paladins, and others with access to evil-detecting magic are carefully screened out of the membership, so that they never get the chance to examine the cult's artifacts, inner sanctums, or leaders. As lay people move up through the hierarchy to greater degrees of responsibility, cult leaders attempt to pervert their beliefs gradually. At the same time, they're encouraged to recruit friends, family members, business associates, and others of influence within the community. When favored hidden cultists finally ascend to the cult's inner circle, they attend a grand ceremony at which the truth is finally revealed. Typically, such a ceremony involves a sacrifice made on a terrible altar, after which a slavering greater devil appears and lays eternal claim to the new initiate's soul.

Surprisingly few cultists turn away from devil worship at this point. Why bother, after the devil explains—falsely—that the new initiate is already beyond redemption? More important, the cultist has already invested so much in the process, and been so carefully corrupted along the way, that she usually feels she can't turn back. Those few who do openly turn on their supposed new masters are killed, either on the spot or later, after their wavering loyalties become apparent.

THE INFERNAL TONGUE

Devils speak and write Infernal, a painfully rigorous language that formed spontaneously on Asmodeus's stern lips when he landed at the bottom of the Pit. Best pronounced with a forked or wriggling tongue, Infernal uses a mathematically rigid grammar. Only one correct way exists to construct any given statement in Infernal. Thus, devils are quick to mock nonnative speakers. Except when in disguise, they find the urge to correct errors in spoken or written Infernal nearly impossible to resist.

The language's alphabet uses thirty-three geometric glyphs composed entirely of straight lines, plus a second character set for numbers and mathematical symbols. It is an ideal language for accounting and recordkeeping, but a poor one for philosophy or poetry.

Demons, who have little interest in the written word, use a devolved form of the Infernal alphabet. Devils can't look at the demented scrawlings of such beings without wincing at the degradation that their fine, logical script has suffered at the claws of demonkind.

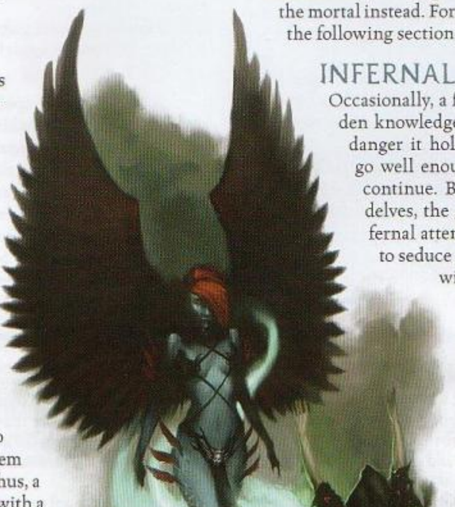
The Lords of the Nine, the Dark Eight, and most unique devils also speak an archaic form of Infernal known as Mabrahoring (High Infernal). This rarefied tongue is rarely spoken outside the citadels of Baator. Only unique devils can learn and speak this language. Other creatures are incapable of learning it, though magic such as *comprehend languages* can decipher it as normal.

Adherents of a hidden cult do not progress as clerics until they reach the final initiation. At this point, in a ritual of exceptional sadism and gruesomeness, those with enough experience points gain a cleric level.

A small hidden cult might consist of only a handful of worshipers—sometimes as few as nine. Small cults might be run by devils as lowly as harvesters or erinyes. Greater devils manage the larger hidden cults, which might continue for centuries, recruiting generations of influential individuals. Regardless of the patron devil's identity, every converted hidden cultist claims that Asmodeus himself, or some other diabolical archduke, materialized at his climactic soul-taking ritual. Such is a convert's vanity.

INFERNAL KNOWLEDGE

Mortals sometimes use devils for information. By casting potent spells, they send their consciousnesses out into the planes to broach a question to some planar power. Sometimes they reach a god, sometimes a god's servant. But on occasion, they contact a fiend who uses such opportunities to establish a rapport with the spellcaster.



A conjurer summons an erinyes devil

Augury and Divination: Devils sometimes interfere with divination spells, hoping to place their chosen mortals into positions that seemingly force them to turn to infernal assistance. Thus, a cleric who has peacefully dealt with a devil and who later casts an *augury* or *divination* spell is at risk of gaining false information. When the DM secretly rolls to see if the spell results in a meaningful answer, any failed result indicates that a devil answers the query instead. The devil might give false or true information depending on the question and how the answer furthers its own interests. A character can ward himself from such interference by casting the spell within the confines of a *magic circle against evil*.

Commune: Archdevils are not as amenable to being contacted as deities are. While some deities rely on their servants to answer most *commune* spells, an archdevil must reply to each query. If the servant is particularly useful, the archdevil responds in the manner detailed in the spell description. However, those servants who prove ineffectual and serve little purpose might receive no reply or even a false reply designed to hasten their descent into Baator.

Contact Other Plane: This spell is particularly dangerous because it opens the mind to fell agencies, resulting in lasting repercussions on the caster. This is especially true when a spellcaster attempts to contact one of the Lower Planes—not because of the risk of Intelligence and Charisma loss, but because it attracts the notice of one of these dreadful beings.

To seduce mortals into contacting them, the archdevils make such contact easier. A spellcaster need only succeed on a DC 10 Intelligence check to avoid losing Intelligence and Charisma, but answers are resolved as if he had contacted a lesser deity. If the information gained is true, the caster gains 3 corruption points; if it's a lie, 2 corruption points. In the case of a random answer, the archdevil sends one of its minions (or his aspect) to try to make a bargain with the mortal instead. For details on corruption points, see the following section.

INFERNAL ALLIANCES

Occasionally, a foolish mortal dabbles in forbidden knowledge and lore without realizing the danger it holds. Perhaps initial experiments go well enough, emboldening the seeker to continue. But the deeper such an amateur delves, the greater the risk of attracting infernal attention, until at last a devil arrives to seduce and cajole the fool who has been witlessly exploring the obscene and forbidden.

More informed mortals sometimes actively seek to enslave devils and use them as tools to serve their own ends. Such efforts usually backfire, and the hubris of the act has a way of catching up with such casters.

Some devils can be summoned with *summon monster* spells. Such a spell gains the evil descriptor when used to conjure an evil creature, so anyone who uses it in this way gains 1 corruption point (see Corrupt Acts, below). While such spells provide quick and useful services from the summoned beings, the duration is quite limited.

For longer service, spellcasters can employ *planar ally* and *planar binding* spells, both of which involve actually calling a devil from Baator and making a bargain for its aid. As stated in the spell descriptions, *planar ally* requires a gift of 100 gp per HD of the summoned creature for tasks requiring just a few minutes, up to 500 gp per HD for tasks requiring hours, or 1,000 gp per HD for tasks requiring days. *Planar binding* spells are not as clear cut, stating only that the caster must make a series of offers and bribes to gain the outsider's willing service, with higher offers generating better bonuses on the caster's required Charisma check. For a more detailed look, see the Devilish Bribes and Gifts sidebar.

Illus. by K. Tanner

CORRUPT ACTS

Adhering to a lawful alignment is no picnic. According to the terms of the Pact Primeval, as negotiated between Asmodeus and the lawful deities, the good that mortals do in life is outweighed by the taint of sin. For game purposes, each act of evil that a PC commits adds to his corruption rating. Any lawful character who dies with a corruption rating of 9 or higher goes to Baator, no matter how many orphans he rescued or minions of evil he vanquished in life.

A devil assigned to harvest souls does so by inspiring mortals to corrupt acts, whether through Faustian pacts, the use of infernal items, or simple persuasion. The following sinful acts, along with the corruption points they earn, focus on activities in which adventurers are likely to engage.

Act	Corruption Value
Using an evil spell	1
Humiliating an underling	1
Engaging in intimidating torture[1]	1
Stealing from the needy	2
Desecrating a good church or temple	2
Betraying a friend or ally for personal gain	2
Causing gratuitous injury to a creature	3
Perverting justice for personal gain	3
Inflicting cruel or painful torture[1]	4
Inflicting excruciating torture[1]	5
Murder	5
Inflicting sadistic torture[1]	6
Cold-blooded murder	6
Murder for pleasure	7
Inflicting indescribable torture[1]	7

[1] Degrees of torture are defined in the table on page 22.

Notable real-world acts of evil are intentionally omitted from the above table. Mature groups who wish to admit life's grimmer side into their games can determine additional corruption values using the above table as a baseline.

REMOVING CORRUPTION POINTS

Good and neutral characters can remove corruption points by undergoing a program of repentance under the guidance of a qualified spiritual advisor (a cleric, paladin, or druid).

A character with a corruption rating below 3 can reduce it to 0 by giving up all benefits gained from the act of corruption, offering a sincere apology to those harmed, providing full restitution, and making a donation to the spiritual advisor's church. The required amount is a percentage of the penitent's current wealth based on the original reward rating, as specified on the Faustian Pact Wealth Rewards table (page 24). In addition, the spiritual advisor must assign an active gesture of repentance, such as self-scourging, fasting, a period of silent retreat, or a dangerous quest against the forces of evil, depending on the nature of the deity.

DEVILISH BRIBES AND GIFTS

A spellcaster who calls a devil using a *planar binding* spell must negotiate terms for its service, offering gifts and sacrifices to secure the desired assistance. In most cases, the negotiations are lengthy, involving several offers and counteroffers before an agreement is reached.

The table below details the Charisma check modifiers for a number of sample bribes and gifts, as well as the complexity of the task required, the length of service, and the circumstances of casting. You must offer enough gifts and bribes to bring the modifier back to +0 or higher, or your Charisma check automatically fails.

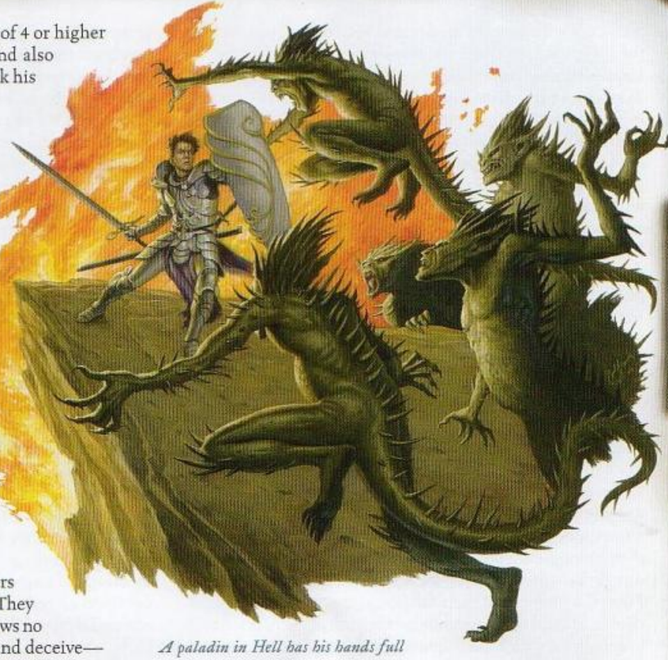
Negotiations with Devils

Offer or Condition	Charisma Check Modifier
Length of Service	
Up to 1 round per caster level	–1
Up to 1 minute per caster level	–2
Up to 1 hour per caster level	–4
Up to 1 day per caster level	–8
Task Complexity	
Simple (for example, retrieve an unguarded object)	+0
Difficult (retrieve a guarded object protected by wards)	–2
Very difficult (retrieve a heavily guarded object protected by powerful wards)	–4
Impossible (pluck a hair from St. Cuthbert's head)	–8
Casting Circumstances (Cumulative)	
Spell cast before more than ten followers	+1
Spell cast before more than one hundred followers	+1
Spell cast in a *desecrated* area	+1
Spell cast in an *unhallowed* area	+2
Wealth Offerings	
50 gp per HD in coins, goods, or magic items	+1
51–100 gp per HD in coins, goods, or magic items	+2
101–500 gp per HD in coins, goods, or magic items	+4
501–1,000 gp per HD in coins, goods, or magic items	+8
Sacrifice (Cumulative)	
Sacrifice is tortured	+1
Sacrifice is good-aligned	+1
Sacrifice has the good subtype	+1
Sacrifice has 1–5 HD	+1
Sacrifice has 6–10 HD	+2
Sacrifice has 11–15 HD	+3
Sacrifice has 16 or more HD	+4
Sacrifice is a cleric of another god, demon lord, or archdevil	+2
Sacrifice is willing but controlled	+1
Sacrifice is genuinely willing	+3
Caster offers soul	+8

For example, Edgar, a 9th-level wizard, casts *lesser planar binding* to call a bearded devil. The service he demands will require 8 hours, imposing a –4 penalty on his Charisma check. Thus, Edgar must offset this penalty before the negotiations can even begin. The highest wealth offering he can make is 3,000 gp in assorted coins and goods. Since the devil has 6 HD, Edgar gains a +4 bonus, bringing the modifier on his Charisma check back up to +0.

A character with a corruption rating of 4 or higher must employ all the above remedies and also receive an *atonement* spell to ransom back his soul from Baator.

Devil fraternizers who gained XP or additional capabilities from Faustian pacts cannot so easily divest themselves of their ill-gotten gains, so they are usually denied redemption.



A paladin in Hell has his hands full

Illus. by C. Frank

FIGHTING DEVILS

Just about every adventurer can expect to cross paths with a devil at some point in her career. A devil might be the servant of some vile conjurer, the mastermind of a sinister plot, or simply a foot soldier in the legions of some tyrannical warlord bent on world domination. Once the encounter is over, adventurers tend to view a defeated devil as just another bad guy they have put in the ground.

But devils are more than just monsters waiting to be killed by some do-gooder. They are evil in action—malevolence that knows no bounds. Devils plot, calculate, seduce, and deceive—all to further their own ambitions. They offer their services to any and all who are willing to accept them, then slowly, systematically, and completely corrupt and destroy their mortal masters. Eventually, that fateful day comes when the devils lay claim to their masters' souls and drag them screaming to the Nine Hells.

Since devils are such potent forces for evil, some mortals commit themselves utterly to defeating the insidious threat of the baatezu, regardless of the personal cost. Though all such characters walk the same roads, fraught with deception and limitless peril, each has a unique reason for embracing such a dangerous career.

Happenstance

Most characters fight devils not as the result of a conscious decision, but rather because they just happened to be in the wrong place at the wrong time. Baatezu are in the business of harvesting souls, and since most mortals are reluctant to languish in Baator for all eternity, devils often embroil themselves deeply in affairs on the Material Plane.

For example, the PCs might happen on a cell of devil cultists or a baatezu operating behind the scenes during the course of an unrelated adventure. Such an encounter might lead them to investigate further, revealing the true extent of the devils' influence on the Material Plane. At that point, some PCs might decide that the threat is significant enough to merit spending the rest of their days fighting devils and thwarting their plots.

Vow

Because devils constitute a significant threat to the Material Plane and its denizens, a number of organizations have arisen to deal with them, though such groups invariably bind their

ACTS OF OBEISANCE

Devils also actively try to recruit mortals to the side of law, although their activities in this regard garner less attention than their corruption of souls to evil. Some tricky devils pose as tanar'ri to hoodwink would-be demon worshipers into submitting to the infernal hierarchy.

Mortals drifting toward the side of law accumulate obeisance points, which function like corruption points. Obeisance points can be removed through formal repentance aided by chaotic clerics. The following table outlines the obeisance value of various lawful acts.

Act	Obeisance Value
Swearing fealty to a leader you know	1
Swearing fealty to a leader you've never met	2
Disciplining an underling	2
Resolving a dispute through lawful process	2
Quietly accepting a legal judgment against you	2
Executing a lawful sentence of corporal punishment	3
Following a rule you consider stupid	3
Aiding a superior to your own detriment	3
Swearing fealty to a devil	4
Obeying a leader you do not respect	4
Performing a lawful execution	5

members with vows of loyalty and secrecy. Groups such as the Knights of the Chalice (*Complete Warrior* 53), the Church Inquisitors, the Shining Blades of Heironeous (*Complete Divine* 26 and 63), and the Fists of Raziel (*Book of Exalted Deeds* 63) combat evil and its agents wherever it exists. Since devils are often the masterminds behind a multitude of plots, such holy champions tend to spend at least part of their careers fighting them.

Characters who vow to fight devils are choosing to deal with those opponents above all others. Certainly goblins and their ilk might be evil, but they are just pawns. A devil-hunting character instead scours the land for infernal agents, destroying cults, wicked conjurers, and devils whenever possible. As an optional rule for groups using *Book of Exalted Deeds*, any character who takes the Sacred Vow feat and commits her life to fighting devils gains a +1 bonus on attack rolls and damage rolls against lawful evil outsiders.

Atonement

A single rash act can lead an otherwise virtuous character to disgrace. Indeed, some adventurers get caught in situations in which someone suffers no matter which choice they make. Occasionally, a character simply gives in to temptation to sate some secret lust or appease an ambitious craving for power. Sometimes guilt overwhelms these characters; other times they become caught in their misdeeds and must face other significant consequences, such as a loss of power or status. From the moment of their fall, these characters face a hard choice. Should they continue on the path of corruption and become that which they detest, or struggle against the evil that seeks to destroy them?

Fallen paladins, disgraced clerics, and antiheroes all have cause to seek redemption. Those wishing to strive for expiation can choose no better path than taking the fight to the devils themselves. By doing so, they might someday restore their places as the champions of their gods, churches, or organizations.

Revenge

Baatezu claim souls in a variety of ways. Some purchase stolen souls from night hags and bring them back to Baator to torture unfairly, but most work on mortals directly, ferreting out their weaknesses and presenting temptations that specifically target a given mortal's character flaws. Most of the time they succeed, but the possibility of failure drives them to distraction. When a mortal resists their offers, devils can lose their charm and become spiteful, vengeful, and malevolent. Some even seek to harm others around the resistant mortal to make his life more difficult.

If a character or his loved one has been manipulated or harmed by a vengeful devil, he might choose to fight baatezu for revenge. Such a character generally hates devils and wants nothing less than to destroy them all. A character operating on the basis of revenge might mount a personal crusade or assemble a sprawling army to march into Baator and free lost souls that have been unjustly stolen. Occasionally, a character even offers up his own soul to free someone he knows has been wrongly confined to Baator, then commits himself to battling devils for the rest of his days in the hope of gaining salvation through good works.

Power

Devils wield incredible power. As members of a truly ancient race, they know many of the great secrets of the planes, including forbidden lore, potent spells, and the locations of ancient relics. Thus, some adventurers fight devils to gain power. Heedless of the dangers, they seek out and destroy devil-worshiping cults, thwart fiendish plots, and even mount expeditions to the Nine Hells, hoping to recover some powerful artifact or relic from an infernal stronghold.

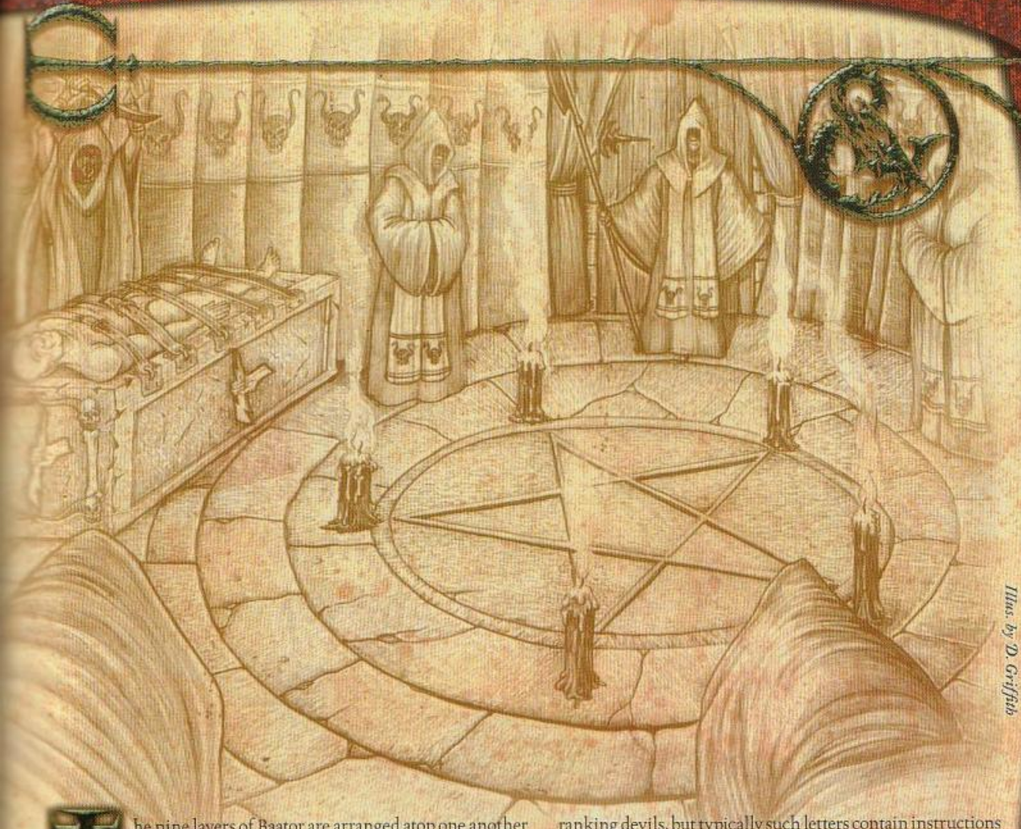
Characters who fight devils for power indirectly serve both the cause of good and the cause of demonkind. After all, stealing infernal artifacts and weakening diabolical defenses indirectly helps the demonic armies trying to seize the Nine Hells. Thus, characters who fight devils for no reason other than greed risk attracting the attention of demonic agencies that might very well wish to enlist their aid directly. Such attention almost always ends in tragedy.

GETTING RID OF A DEVIL

As extraplanar creatures, devils are subject to a subset of abjuration spells, of which *dismissal* and the more potent *banishment* are the most common. Although *dismissal* works well against a single creature, *banishment* can remove several devils at a time. More important, the caster can use objects that devils find distasteful to make the spell harder to resist. The following table offers a selection of objects and substances that a caster can incorporate into a *banishment* spell to increase his effective caster level and the spell's save DC. Bonuses from these items are cumulative.

Banishment Modifiers

Item or Substance	Caster Level Check to Overcome SR	Save DC
Silver holy symbol of a good-aligned deity	+1	+2
Good spell components (*Book of Exalted Deeds* 37)	+1	+2
Holy water	+1	+2
Silver weapon	+1	+2
Good-aligned weapon	+1	+2
Angel feather freely given	+1	+2
On hallowed ground	+1	+2
Angel radiance (*Book of Exalted Deeds* 37)	+2	+3
Relic (*Book of Exalted Deeds* 36)	+2	+4
Channeling a celestial (*Book of Exalted Deeds* 23)	+2	+4
Magic relic of a good-aligned deity (*Complete Divine* 91)	+3	+6



Illus. by D. Griffith

The nine layers of Baator are arranged atop one another in a funnel-shaped stack, with the largest layer (Avernus) on top, and the smallest (Nessus) on the bottom. Diabolical scholars speculate that the layers exist in a featureless void of pure law and malice, but such an outer region is undetectable from anywhere within Baator. Each of the layers has its own sky, through which the layer above (if any) can be seen as a dim and distant shadow. Access points, such as the cascading River Styx between Cania and Nessus, are sometimes visible, but otherwise each layer functions independently of the rest and even has its own unique climate conditions. In fact, most exhibit strange magical weather effects that make the most extreme Material Plane weather conditions seem mild by comparison.

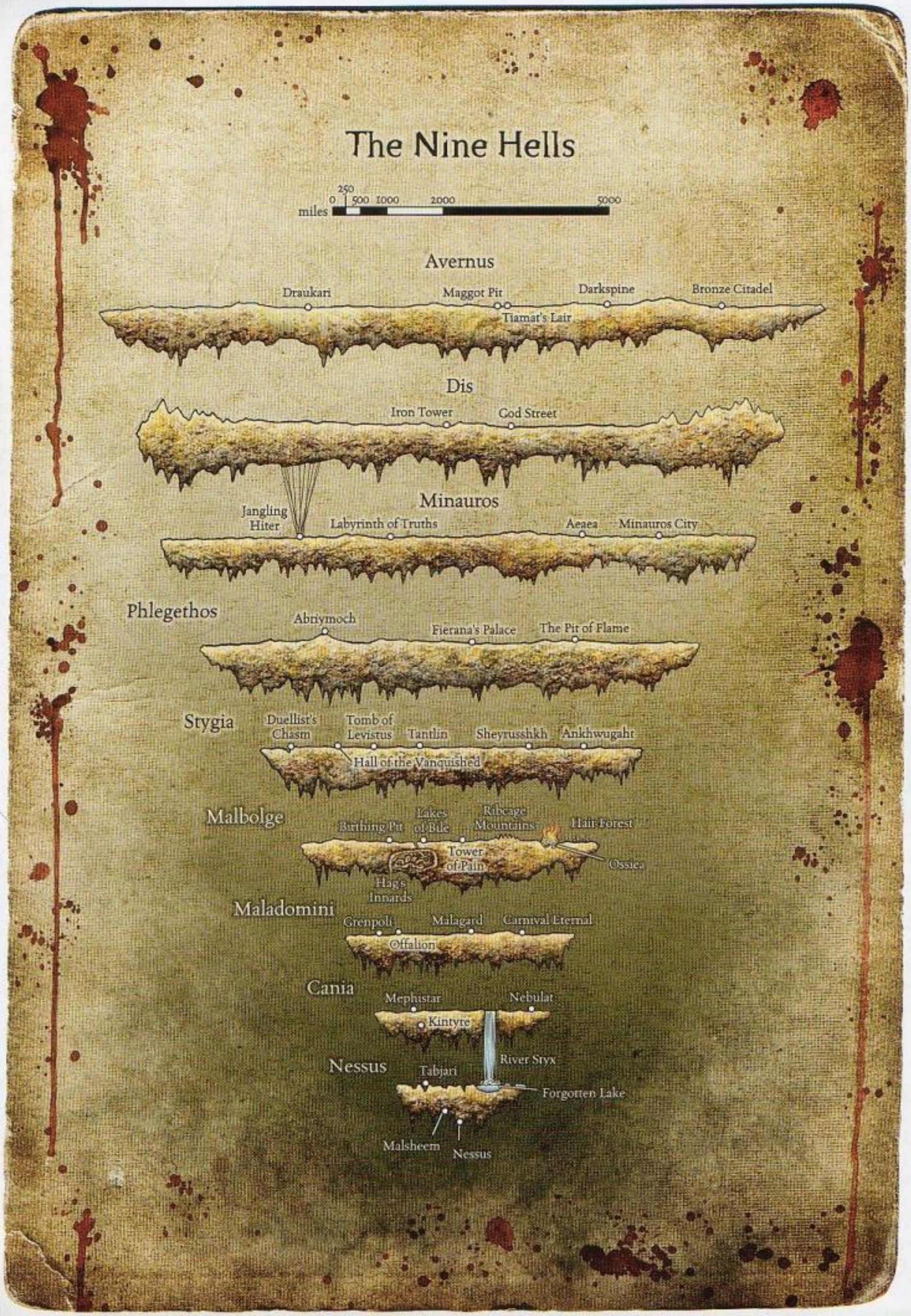
ABANDON ALL HOPE, YE WHO ENTER HERE

Even the most seasoned adventurer justifiably quails in terror at the mere thought of traveling through the Nine Hells. Baator is no dungeon to dip into for a few profitable fights and then pop safely back out again. Its inhabitants are unlikely to cooperate with PC raiding efforts by neatly arranging themselves in easily defeatable groups. Indeed, overwhelming forces are always lurking just around the corner.

The Nine Hells welcome no living mortal—no matter how fanatically devoted to evil—who does not have permission to enter. A lucky few gain letters of safe passage from high-ranking devils, but typically such letters contain instructions to travel only upon specific routes between predetermined points. Furthermore, these documents always specify dates of validity, rendered according to Baator's ancient calendar system, that make them usable only as long as it should take the bearer to accomplish his duties. Archdukes can grant letters of passage that allow completely free movement within Baator, but only within their own layers. Asmodeus alone can draft a letter of safe conduct that is valid for travel between layers—and he never provides letters for passage through his own layer, Nessus.

As might be expected, clever devils and other plane-shifting con artists often swindle unwary infernal pilgrims with forged letters of transit. Such documents are easily detected, however, by the bone devil patrols that constantly police Baator for unauthorized migrants.

Despite Baator's perils and generally unwelcoming nature, a few mortals do make their permanent homes here—in fact, some are even born and bred here. Wizards and other knowledge seekers, mortals who traffic with devils, and clerics of evil deities or the devils themselves sometimes choose to settle within the Nine Hells. Called planars, these permanent residents survive only at the pleasure of the local diabolical authorities. Although deliberately choosing to live in the Nine Hells is the very definition of madness, some planars are capable of behaving as if they were completely sane for extended periods of time.


The Nine Hells
0
250
500
1000
2000
5000
miles
Avernus
Draukari
Maggot Pit
Darkspine
Bronze Citadel
Tiamat's Lair
Dis
Iron Tower
God Street
Minauros
Jangling Hiter
Labyrinth of Truths
Aeaea
Minauros City
Phlegethos
Abriymoch
Fierana's Palace
The Pit of Flame
Stygia
Duellist's Chasm
Tomb of Levistus
Tantlin
Sheyrusshkh
Ankhwugaht
Hall of the Vanquished
Malbolge
Birthing Pit
Lakes of Bile
Ribcage Mountains
Hair Forest
Tower of Pain
Ossiea
Hag's Innards
Maladomini
Grenpoli
Malagard
Carnival Eternal
Offalion
Cania
Mephistar
Nebulat
Kintyre
River Styx
Nessus
Tabjari
Forgotten Lake
Malsheem
Nessus

In truth, any mortal who proves sufficiently useful can find a place in Baator, since devils—though irrevocably evil—tend to refrain from mindless destruction. Furthermore, the plane is perhaps the best place to find safety from good-aligned enemies. Thus, for example, a cabal of evil wizards being hunted on the Material Plane might provide the devils with useful spells and magic items in return for safe harbor within the bounds of Baator.

Layer 1: Avernus

The entryway to Baator seethes with danger. Devil armies muster on Avernus's stony wasteland, and its primary waterway, the River Styx, robs intelligent creatures of their identities within moments of exposure. Other pools and rivers run thick with the blood shed in a million battles, ready to claim the lives of any who slip from their rocky, gore-slicked banks. *Fireballs* careen through the atmosphere, randomly incinerating those who are not immune to their effects. Toothy mountains loom on every side, offering fatal obstacles to those unwise enough to scale them, and sharp edges of crystalline rock tear at flesh and clothing.

Blood and viscera coat the entire surface of Avernus. That lump underfoot might be a rock, or it could be a stray bit of bone or horn ripped from the body of a devil or a demon. Although Bel, archduke and chief general of the Nine Hells, does his best to fight his battles against demonkind in enemy territory, his layer is invaded by tanar'ri on a regular basis. He has pushed them back after every incursion, but only after his territory has been spattered afresh with gore.

THE LORD OF AVERNUS

Bel rose through the ranks from a quivering, mindless lemure to full pit fiend status. He led the diabolical armies against the demons and, through a combination of guile and power, smeared himself over and over in bloody glory. At long last, he was elevated by Asmodeus to Lord of the First, displacing an archduke called Zariel.

Bel is an inspiration to all devilkind. Every devil in Baator wants to do as he did, then kill him and take his place.

The archduke does not concern himself much with diabolical politics, since his duties as commander of the diabolical armies fighting the Blood War keep him well occupied. An arrangement dictated by Asmodeus decrees that the other archdukes must pay Bel in soldiers, equipment, and souls for his martial efforts on behalf of all Baator. As long as Bel keeps his flaring red nose out of their affairs and his attention fixed on victories against the tanar'ri, his peers are almost happy to fulfill the terms of this bargain. Though they look down on Bel as a pretender, they appreciate his successes and are glad that they don't have to lead their own troops into battle, as they did eons ago.

In a way, Bel's position is more secure than those of his colleagues. The Dark Eight—the pit fiend generals that command the diabolical armies—hold Bel in high esteem and thus are unlikely to try to unseat him. As long as he keeps winning engagements, they continue to support him loyally and enthusiastically. Bel's goal, then, is to manage the devils' participation in the Blood War successfully.

ROLEPLAYING BEL

Bel is a cool, calculating military genius, as well as a careful plotter of risks and rewards. Despite his calm demeanor, however, he can display flashes of volcanic rage when he's thwarted.

A realist at heart, Bel knows that demonkind is infinite and at best he can hope to do no more than contain the tanar'ri. Every day they're held at bay is a victory for him, so Bel is willing to take any useful help he can get—even from mortals. If adventurers approach him with a credible offer to fight the demon horde, he gives them an honest hearing and might agree to provide aid and protection in return for services rendered. Allies who continue to deliver for him might be rewarded with letters of safe passage, treasure, or information.

Bel is difficult to fool, but he can prove a reliable ally if treated with respect. Though he's as enthusiastic about corruption and torture as any other devil, he doesn't try to corrupt the souls of demonstrably useful adventurers. However, simply spending time with him and doing his bidding can lead all but the most stalwart of souls astray without any conscious effort on Bel's part.

DUKES OF AVERNUS

Avernus has no actual dukes. The cruelly magnificent pit fiends known as the Dark Eight play much the same role, though they eschew the title of duke, preferring the rank of general.

FORGED PAPERS

Astute hellwalkers can acquire good-quality letters of transit drafted by specialists, but forgers who are intimately familiar with the paperwork of the Nine Hells are difficult to find. Usually former cultists or fiendish exiles from Baator, they're always marked individuals who are avidly hunted by squadrons of bone devils.

Their justifiable paranoia prompts them to deal through trusted go-betweens. Making contact with a qualified forger requires at least a DC 25 Gather Information check, though the DC increases in isolated or devil-haunted locations. A forged document that allows short-term travel between two points in Baator, with legal paths laid out in an attached map, sells for 2,000 gp per person named within it. For unlimited access within an entire layer or divine realm, adventurers can expect to pay 8,000 gp each. A letter granting access to all of Baator (except Nessus) begins at 16,000 gp per person. Adventurers traveling to the Nine Hells on quests for powerful patrons might have papers supplied to them as part of the mission.

The unseen forger who supplies the necessary papers has a total Forgery modifier of 1d12+6. In all cases, you as DM secretly determine the quality of the forgery. Assume that the forger takes 10 on his check to draft the documents.

Diabolical secret policemen always have skill ranks in Forgery so that they can detect false papers. If this skill does not appear in a given creature's standard skill list, swap out other skills to give the devil at least 5 ranks, and treat Forgery as a class skill for that devil.

THE DARK EIGHT

Legend holds that the Dark Eight have been leading troops against the demons in the Blood War for eons, but any character who makes a successful DC 25 Knowledge (the planes) check recognizes this claim as just another diabolical deception. Members of the Dark Eight die quite regularly—either on the battlefield or as the result of internecine struggle. The other members of the Dark Eight conceal this fact by quickly finding replacements for deceased generals. Each new pit fiend takes on the name of the old and reshapes its appearance as needed to pass for its predecessor. This bit of deception helps maintain the fiction of a cadre of immortal commanders who are unquestionably united in the struggle against demonkind.

In truth, the deceptively calm Baalzephon is the only founding member of the Dark Eight who survives today. The latest addition to the crew is a restless pit fiend who has taken on the mantle of Furcas. Other generals include the thundering Zimimar, the cold-hearted Zaebos, and the haughty and contemptuous Dagos. Zapan is reviled by all for his fawning demeanor when dealing with archdukes and deities, and Corin paces endlessly in his chambers, fretting over reams of intelligence reports and always predicting the worst. Though he commands the armies of Archduchess Fierna, the magic-obsessed Pearza has recently been cozying up to Mephistopheles because he is intrigued by the possibilities of his ongoing research into a new kind of fire magic.

UNIQUE DEVILS

The only unique devils in the hierarchy of the Nine Hells who make their home in Avernus are Amduscias and Malphas, both of whom are servitors of Tiamat.

OUTCAST DEVILS

Avernus is home to the outcasts of Baator, also known as "the rabble of devilkin." Few lesser devils survive more than a few moments as outcasts, so this group is composed almost exclusively of unique devils who are the equals of any duke. Outcasts of note residing in Avernus include Amon, Armaros, Azazel, Bist, Cahor, Caim, Dagon, Duskur, Herodias, Kochbiel, Malarea, Moloch, Nergal, Nisroch, and Rumjal. Some outcast devils, such as Azazel and Dagon, have been stripped of their original names to reduce the chances that they will be summoned to the Material Plane. If this punishment does not suffice, as was the case with Azazel, any Lord of the Nine can forcibly assign the planar commitment trait (see sidebar, page 37) to an outcast devil.

Treacherous and scheming, the outcast dukes constantly seek ways to either reclaim their former positions in the ranks of the Nine Hells or to destroy and displace the current order. To further their plans, these outcasts often try to manipulate both mortals and other devils. Because their powers remain intact, the outcasts can be ferocious enemies or useful allies. Either way, they serve as important pawns between feuding archdukes and dukes.

Sometimes outcast dukes lure mortals to Baator in hopes of using them as weapons against their foes. For example, a heroic paladin might find a map of a certain section of Baator that was placed on the Material Plane by an outcast duke. The map conveniently allows the paladin and his friends to sneak into a duke's fortress and slay him—or at least disrupt his efforts. A mortal unwittingly caught between two devils in this way might discover that his actions lead to a far greater evil than the one he sought to destroy.

RESIDENT DEVILS

Because it serves as the staging area for the Blood War, Avernus bristles with warrior devils of all description, from expendable lemure foot soldiers to the mightiest pit fiends. Since Tiamat's realm is also located on this layer, legions of abishai, which maintain an ancient affiliation with the dragon queen, reside here as well.

Furthermore, in its capacity as the entry point to Baator for damned souls, Avernus is inhabited by devils serving not only Bel but all the other archdukes as well. These functionaries range from barbazu soul handlers to imp and spinagon messengers.

OTHER DENIZENS

In the core D&D campaign setting, the realms of the patron deities of kobolds and evil dragons all lie within the bounds of Avernus. Fiendish versions of their various mortal worshipers might be found outside the boundaries of those realms.

IMPORTANT LOCATIONS

The famous sites within Avernus mark its function as Baator's entry point.

THE BRONZE CITADEL

Bel's ever-expanding fortress, known as the Bronze Citadel, serves as Baator's principal bulwark against demonic invasion. Work crews of least devils continually slave over the structure, building new walls and war machines in circles around the original citadel.

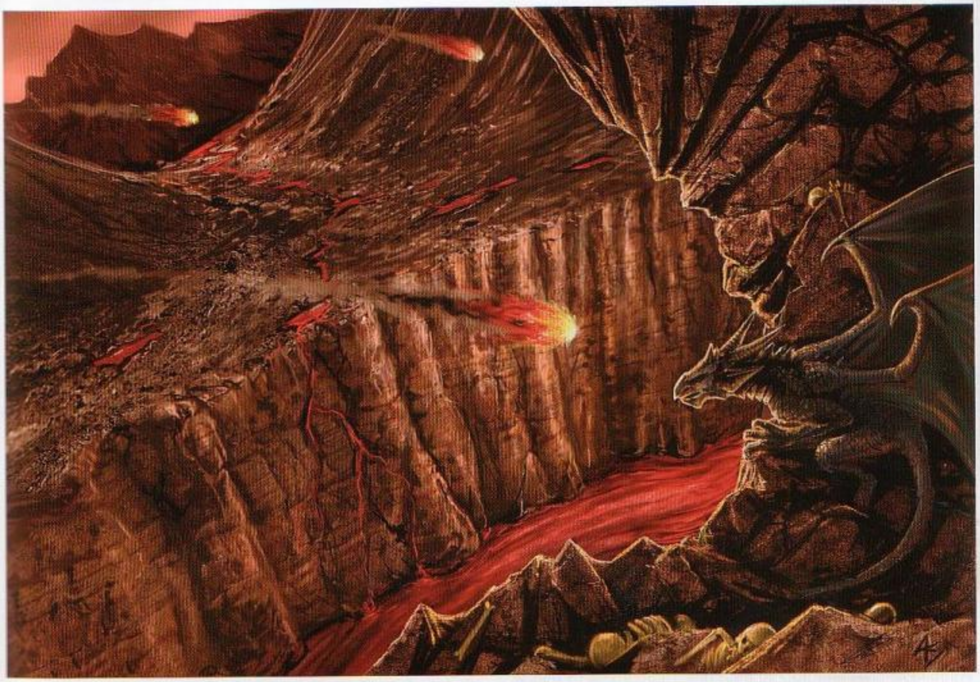
The fortress is surrounded by fourteen concentric rings, each with its own gate guarded by fearsome devils. A formidable

GREAT BALLS OF FIRE

Legend has it that the *fireballs* that detonate across Avernus in a seemingly random pattern are generated by Zariel, a trapped former archduke from whom Bel parasitically draws his power. This tale might be true, since the *fireballs* aren't really random. Close examination of the phenomenon reveals that they spitefully seek out victims, apparently drawn by motion.

During any combat, a *fireball* might (5% chance per round) home in on the melee, centered on a random combatant. Roll 1d8+8 to determine the *fireball*'s effective caster level.

During battles between devils and demons, the *fireballs* exact a heavy toll on the demons, which are only resistant to fire. The devils, which are immune to fire, are not inconvenienced at all.



Avernus

Illus. by A. Stokes

array of ballistae, catapults, and magical relics juts from each of these walls. The complex sprawls across 600 square miles of territory, and its rearward structures stretch across the steeply rising foothills of the adjoining Stigmaris Mountains.

In the citadel's inner court, Bel confers with the Dark Eight about strategy for upcoming battles. Each of these unique pit fiends also maintains a household within Bel's fortress.

DARKSPINE

Despite the manifold dangers of Baator, a few stalwart adventurers and travelers always find reasons to visit. Such intrepid explorers used to journey through this gate-town when it was located in the Outlands—the intermediate zone connecting the Outer Planes to the various worlds of the Material Plane. Always anxious to capture more souls, the devils coveted Darkspine for both its proximity and its traffic. After years of planning, they managed to pull it suddenly into their realm by means of mighty magic. Most of its inhabitants were then imprisoned, slain, or tempted into surrendering their souls. Now the ruins of Darkspine stand on the plains of Avernus as a terrible reminder of diabolical power.

Darkspine boasts one extant tavern, known as the Pig and Poke. Though the place seems deserted, its barkeep, a harvester devil named Jebelam, can appear at a moment's notice to serve unwary customers. If she can't tempt her patrons into signing a Faustian pact, Jebelam at least files a report on their apparent capabilities with one of the Dark Eight.

PLANAR COMMITMENT

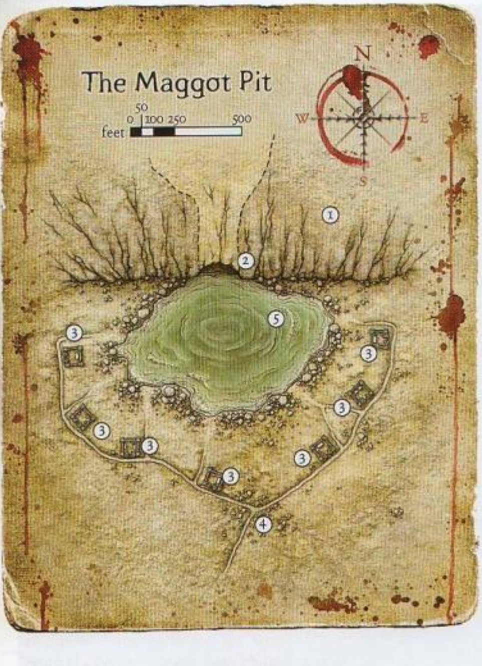
Some outcast devils, as well as all souls brought to the plane, cannot leave the Nine Hells of Baator. An outcast devil with this trait is teleported 100 miles in a random direction if an attempt is made to force it to leave Avernus. Planar commitment is an extraordinary ability.

THE MAGGOT PIT

Because this 1,000-foot-diameter pit lies closer to the other planes than most other features of Avernus, it is the most famous of Baator's many facilities for converting the souls of the damned into wretched lemures. Filled with ooze and writhing white worms, this mammoth crater radiates an almost palpable sense of evil and corruption.

A legion of pain devils hauls the trembling, insensate soul shells from carts and wagons, then pushes and prods them up the crater's steep side and over the lip. The mindlessly protesting souls land in the pit with a hideous splosh, quickly drown, and are devoured by the maggots. The creatures' rancid excretions then coalesce into gelatinous lemure forms, which the pain devils fish out of the pit with nets.

Because the Maggot Pit blocks entrance to the realm of Tiamat, a red abishai named Arraka is on hand to guard the Dragon Queen's realm from intruders (see Citadel Entrance, below). The abishai's loyalty is to Tiamat, not to the pain devils working the



pit, but Arraka might come to their aid if they are molested by intruders—especially if the abishai is bored. If it needs assistance, Arraka can summon an essentially unlimited supply of abishai to prevent interlopers from entering Tiamat's fortress.

Now and then, Tiamat finds it useful to let certain enemies believe that they have sneaked into her headquarters undetected. When so instructed, Arraka accepts the biggest bribe she can browbeat out of the intruders and sends them on their way in supposed safety. Then, through a telepathic maggot implanted in her brain, she alerts the fortress security forces to their presence.

Refer to the accompanying map for points of interest at the Maggot Pit.

1. **Dragon Cliff:** A sheer cliff face rises to a series of crownlike spires 1,000 feet above the Maggot Pit's surface. Above these craggy peaks loom the dragon-shaped spires of Tiamat's mountain citadel.

2. **Citadel Entrance:** Though dragons can reach Tiamat's Citadel by air, landbound creatures must enter through a cave mouth protected by the Maggot Pit. The red abishai guard Arraka perches here to ensure that no one enters uninvited.

3. **Soul Pens:** Dispirited, listless soul shells mill about in stony, garrison-style structures, awaiting their eventual transformation into lemures. Bands of cranky pain devils ensure that none escape their lawful punishment.

4. **Access Roads:** Wide lanes, cut into the soft earth by thousands of prison carts, lead to the soul pens.

5. **Maggot Pit:** This stinking pit is 1,000 feet in diameter and quite deep. Mortals who fall into the pit are not transformed

THE LEGIONS OF HELL

Each layer of the Nine Hells (with the exception of Nessus, the domain of Asmodeus) musters an army to fight in the Blood War. Each army has its own name and is commanded by a specific member of the Dark Eight.

Although these armies garrison on their native layers, the bulk of their forces can usually be found in Avernus. If a given legion isn't here, it's taking the battle to the filthy demons in their own realm.

The legions of Hell are as follows.

The Few: The smallest of the legions hails from Avernus and is commanded by Dagos. The members of this legion are mighty diabolical warriors known for teleporting into battle to attack enemy ranks from the rear—or even from within.

The Iron Defenders: The legion of Dis specializes in engineering, defensive maneuvers, and breaking sieges. Its members are experts at digging in and holding their ground. General Zapan commands Dispater's legion in the Blood War.

The Gleaming Guard: Named for the shining armor its members wear into battle, Mammon's Gleaming Guard is commanded by General Zaebos. Much of this unit's namesake armor has been stolen from angelic forces and corrupted for diabolical purposes. The Gleaming Guard is by far the best equipped of all the legions, so whenever a strategy depends on a particular magic item, the legion of the third layer gets the call.

The Walkers in Fire: The legion of Phlegethos, commanded by General Pearza, screams onto the battlefield haloed in billowing orange and red flame. Squadrons of *fireball*-wielding erinyes and pleasure devil wizards soar above the fray, raining fire on friend and foe alike. The devils shrug off the *fireballs* while their enemies burn.

The Stygian Champions: When the impossible weight of demonic numbers weighs heavy on the forces of law, Bel calls on the legion of Levistus, under the command of Baalzephon. The heedless, swashbuckling commanders of this legion specialize in turning their enemies' numbers against them. Mobility and maneuverability are the hallmarks of this force.

The Creeping Cadre: The fledgling but growing legions of Malbolge specialize in weapons and magic that leave lingering marks on their foes. Disease and poison fester in the wake of this legion. Especially fearsome are the *enervate* wands and *energy drain* scrolls wielded by its wizardly support squadrons, which unnerve even their field commander, General Furcas.

The Maladominaar: The ferocious frontal assaults of Maladomini's elite shock troopers can easily break through demonic formations, scattering and dividing them on the battlefield. Zimimar commands the Maladominaar in the field.

The Serpentine Order: Cania's fanatical spy network reports grudgingly to General Corin, but only after first reporting all the choice intelligence to Mephistopheles. Devils of the Serpentine Order perform reconnaissance, interrogate prisoners, and engage in missions of infiltration and assassination. Its operatives specialize in disguising themselves as demons.

The Nessian Guard: Each member of this elite force was born directly from the weeping wounds of Asmodeus himself. This legion is not involved in the Blood War; Asmodeus keeps it in reserve for the even more apocalyptic battle to come.

into lemures, though they do face the usual risk of drowning. In addition, the goo within the pit acts like a poison that affects the awareness and confidence of a living creature.

Maggot Goo: Contact, Fortitude DC 25, initial and secondary damage 1d6 Wis.

RIVER STYX

The polluted, oil-slicked River Styx (known as the River of Blood in the FORGOTTEN REALMS setting) gives off a nausea-inducing stench of death and decay. This horrid waterway runs like a disease through the Nine Hells, entering in Avernus, reappearing in the frozen sea of Stygia, and then cascading down from Cania into Nessus. Jutting from the water along a half-mile path of the River Styx are the Shelves of Despond, the clammy rocks where the souls of the damned first appear in Baator.

Extraplanar creatures are immune to the effects of the River Styx, but mortals and disembodied souls fear its memory-stealing powers. To fall under its spell, a mortal need only place a hand or foot in its greasy waters. The more extensive the immersion, the more likely it is that permanent eradication of the self will occur.

Any living mortal who comes into contact with the Styx must make a successful DC 25 Fortitude saving throw or be afflicted with temporary amnesia. The DC increases to 30 if more than half the character's body is immersed, and to 35 for full immersion. The amnesia lasts for 3d6 days.

A soul shell sprayed with or immersed in the waters of the Styx is afflicted with permanent amnesia (no saving throw).

DIVINE REALMS

In a core D&D campaign setting, Avernus is home to Kurtulmak, the patron deity of the kobold race. This deity refrains from engaging in diabolical politics, focusing instead on providing his dead worshipers with the afterlives they were promised. Though the rewards these creatures garner for lifetimes of service might appear distinctly unappealing to outside observers, the kobolds seem to find them eminently satisfying.

The accompanying map of the Nine Hells (page 34) shows the main entrance point to Baator's various divine realms. Each is a gateway into a separate and nearly infinite extraplanar domain that is not part of Baator proper.

DRAUKARI

Draukari, the realm of the kobold deity Kurtulmak, is a snaking network of tunnels and catacombs filled to bursting with fiendish kobolds. Blood seeps from the surface above and drops down onto the inhabitants, covering their skins completely. This ghastly lubricant helps them writhe and wriggle through the mass of fellow fiends more effectively.

Because they are free from hunger here, kobolds consider Draukari an absolute paradise. Periodically, however, the overcrowding becomes intolerable even for them, and a fiendish civil war ensues. Such a conflict culls out the weakest of the fiends and gives the strongest some momentary breathing room. However, given the vast population of kobolds in the multiple worlds of the Material Plane, it is never long before Draukari fills up once again.

Draukari's hideous reptilian stench can overwhelm nonkobolds as soon as they enter its claustrophobic passageways. Any character who fails a DC 25 Fortitude save upon initial exposure is sickened for 1d4 minutes.

TIAMAT'S FORTRESS

The realm of the Dragon Queen appears as a jagged, crown-shaped mountain redoubt. Five watchtowers, each carved to resemble the head and neck of a watchful dragon, curve up and out from the main structure. Because the fortress's primary entrance is through its roof, it is accessible only to flying creatures, such as the abishai and the fiendish dragons that populate Tiamat's realm. The secondary entrance is a cave in the sheer rock wall abutting the Maggot Pit (see page 37).

Like Baator's other divine realms, the fortress appears finite from the outside but nearly infinite from within. Its upper floors resemble a sumptuously appointed royal castle, scaled to accomodate a dragon of Colossal size. Beneath it are trackless miles of winding corridors and treasure caverns, and every coin in the fortress is guarded by a jealous fiendish dragon.

Nondragon worshipers of Tiamat incarnate in her realm as wriggling soul forms upon death. Those she deems especially worthy become white abishai after a token interval of unspeakable torment. The rest she sells to eager devilish buyers in exchange for gold and gems. Even so, Tiamat has far more abishai than she needs, so she permanently indentures platoons of them to various archdevils in return for cash payments. She has also sold the archdevils the secrets of abishai physiology so that they can promote those who work for them according to their merit. Tiamat's avaricious disinterest in her devilish spawn reinforces both their servile need to please her and the arrogant bluster they display toward the rest of Hell's minions as a compensation mechanism for their lowly status.

AMNESIA

Characters afflicted with amnesia forget their names and histories, including all information about their friends, enemies, and other relationships. However, they keep all benefits gained from class levels—even learned ones such as spells known, feats, and skills. In essence, their personalities are wiped away while their skills and abilities remain.

An amnesiac usually adopts the alignment and attitudes of any new friends he meets after losing his memory. For example, a paladin might become lawful evil if he fell into the River Styx and was then fished out and recruited by a band of devils seeking to hunt and slay demons.

A character in this situation takes all the normal penalties for changing alignment. Thus, the paladin in the above example would lose his relevant class abilities for changing alignment and would not automatically recover them even after regaining his memory.

In most cases, a creature reverts to its normal alignment when its memories return, but in some cases the new personality that emerges overwhelms the old one. Such a change can become permanent at the DM's discretion.

AVERNUS ENCOUNTERS

The following encounters reflect the dual roles of Avernus as a transit point for bartered souls and a staging area for Baator's armies.

SOUL RETRIEVER

A green-skinned devil, its ropy beard writhing with tiny white maggots, rests against a bent and naked tree in a blood-soaked vale. Propped up beside the creature is its fearsome glaive, which serves as a makeshift stake to hold a shackle in place. The other end of the chain encircles the neck of a misshapen, lamenting soul. The bearded devil blithely ignores the pitiable pleadings of its captive.

Zemloth the bearded devil (*MM* 52) is taking a break before heading back to the barges on the Styx, where it works as a soul wrangler. Its captive is a soul that squirmed out of a tumbrel bound for a torture chamber in Minauros. The soul still recalls its living identity as Yemtaros, a cruel interrogator in the employ of a wicked despot. If freed by the characters, Yemtaros promises them any reward they ask in exchange for safe passage out of Baator. But the treacherous Yemtaros is more trouble than he's worth. He can't make good on his promises, and his soul qualifies to reside on no other plane. Furthermore, his raw soul-form is as useless as a newborn baby in combat.

RANSOM GANG

A quartet of robed kobolds, only lightly armed, scrabbles forward, reptilian nostrils quivering. Fiendish fire and avarice gleam in their eyes, as though they have seen a treasure of some kind.

FIENDISH KOBOLDS (4) **CR 9**
Male fiendish kobold monk 4
LE M Small humanoid (reptilian, extraplanar)
Init +3; **Senses** darkvision 60 ft., Listen +8, Spot +6
Languages Draconic, Infernal

AC 19, touch 16, flat-footed 16; Dodge
(+1 size, +3 Dex, +2 class, +2 armor, +1 natural)
hp 25, 15, 26, 18 (4 HD); **DR** 5/magic
Resist cold 5, fire 5, evasion; **SR** 9
Fort +3, **Ref** +7, **Will** +6 (+8 against enchantments)
Weakness light sensitivity

Speed 40 ft. (8 squares)
Melee unarmed strike +3 (1d6) or
Melee unarmed strike +1/+1 (1d6) with flurry of blows or
Melee nunchaku +3 (1d4)
Ranged sling +6 (1d3)
Base Atk +3; **Grp** –1
Atk Options *ki* strike (magic), smite good 1/day (+4 damage), Combat Reflexes, Stunning Fist

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Abilities Str 10, Dex 16, Con 10, Int 10, Wis 15, Cha 8
SQ slow fall 20 ft.
Feats Alertness, Combat Reflexes^{B}, Dodge, Improved Unarmed Strike^{B}, Stunning Fist^{B}
Skills Balance +5, Climb +2, Craft (trapmaking) +2, Diplomacy +3, Escape Artist +5, Hide +8, Jump +6, Knowledge (religion) +2, Listen +8, Move Silently +4, Profession (miner) +4, Sense Motive +8, Spot +6
Possessions *bracers of armor +2*, nunchuku, sling with 20 bullets

Groar, Gnaster, Roder, and Snarn are all brothers who frequently roam beyond the boundaries of Draukari. A fifth brother, Sliss, has been taken prisoner by Bel's bone devil police for moving about the layer without a permit. At present, the remaining quartet is searching for stray mortals to capture and exchange for him. They deal nonlethal damage, at least at first, in hopes of concluding a fight with living prisoners.

THE FURIOUS GENERAL

A towering red figure stomps across the rocks of Avernus. Soot covers its enormous wings, and freshly healed scars crisscross its lashing tail. It spots a scampering spinagon and kicks it, yelping, into the middle distance. When a lemure fails to clear its path, the red behemoth bends down and twists its head off, then continues onward, barely breaking its stride.

Urgutz the pit fiend (*MM* 57) has just returned from the Blood War after a humiliating defeat. The limitlessly superior numbers of the disorderly demon horde fought stupidly and still managed to overwhelm its forces. Its calculated battle plan meant nothing, and its most valuable officers were slaughtered. Urgutz itself was little harmed by the rout, but it now seeks an outlet for its boundless rage—namely, any creature it can attack and slay with impunity. A group of wandering adventurers in Baator fits this need perfectly.

Before launching this encounter, be sure to review the pit fiend's typical combat sequence, as laid out on page 58 of the *Monster Manual*.

INFERNAL–DIVINE RELATIONS

Both devils and lawful evil deities call Baator home, but the two types of evil outsiders coexist there uneasily. Though the deities have absolute power within their own realms, it's patently obvious who's really in charge here—and it isn't them.

Lawful evil deities do not necessarily condemn their dead worshipers to the Maggot Pit. Many, like Kurtulmak, instead allow favored followers to serve eternally at their feet in fiendish form. Each such soul retains full memories of its mortal life, along with an idealized, if horrific, version of its old appearance.

These fiends can travel freely within their native layers, but they do so warily. If they break any of Baator's copious rules and regulations, they can be waylaid by devils and sentenced to a torture chamber, where they are disassembled like any other lawful evil soul into divine energy and a mindless lemure form. Though their divine overlords can intercede on their behalf, the deities are constrained by their lawful nature. Baator's ordinances might be patently unfair, but rules are rules. Thus, before departing from the safe boundaries of its realm, every fiend is warned to obey the laws and to ignore all devils that tempt them to do otherwise.

Occasionally, rumors blaze across the Nine Hells that the various deities are about to band together to oust Asmodeus, enslave the devils, and make it safe for their fiendish followers to travel freely. But such possibilities never pan out. Lawful deities are, by nature, incapable of upsetting the established order. Besides, they would never be able to agree on which of them would take over as Overlord of Hell.

Layer 2: Dis

Dis, the second layer of Baator, is taken up almost entirely by the city of the same name. Blackened, sizzling, and confusing to the senses, the city of Dis sits unevenly in a vale ringed by jagged mountains.

THE LORD OF DIS

Dispater, ruler of both the city and the layer, is famous as the most cautious and calculating of the archdukes. But though his supremely unruffled manner would never betray any anxiety, recent upheavals in Baator have left him fearful about his power. The ease with which Asmodeus's daughter Glasya eliminated the ruler of another layer, seemingly with her father's collusion, has the already cautious Dispater double-checking his escape routes and quadrupling his guards. Notorious for never venturing out of his fortress, Dispater has now retreated even farther into the depths of his inner sanctum. He now sees only his most trusted advisors and issues commands through multiple layers of intermediaries.

Once an ally of Mephistopheles and an avowed foe of Baalzebul, Dispater has recently altered his political course in hopes of making himself a friend to all and an enemy to none. To that end, Dispater has politely distanced himself from former allies and made peace overtures to old rivals. None of his counselors dare to point out that making peace with everyone is impossible in Baator.

Dispater's overriding goal, as always, is to protect the realm he already commands. At present, he's pursuing this goal in the following ways.

Slowly Clamping down on Dis's Safe Zones: Portions of Dis have always been relatively hospitable to planar travelers, some of whom have elected to take up residence therein. Now Dispater worries that these half-crazed voluntary occupants of his city are natural sources of betrayal. Afraid to provoke them openly lest they spring some kind of trap on him, he has resolved to squeeze them out slowly, through incremental harassment, taxation, and heightened surveillance.

Reorganizing Operations: Dispater has ordered a top-to-bottom survey of his soul-harvesting operations on the Material Plane. He has been trying some relatively new schemes and has offered to trade territories or even minions with more ambitious archdukes. Dispater is reinforcing old territories that reliably send him souls with minimal effort and rewarding the devils that find ways to increase their yields.

Rooting out Traitors: Convinced that his ranks are packed with potential betrayers, Dispater has half of his devils spying on the other half, and vice versa.

ROLEPLAYING DISPATER

The Lord of the Second affects a calm, controlled demeanor at all times. He makes an effort to remain gentlemanly and sophisticated even when committing acts of ferocious cruelty.

DUKES OF DIS

Several unique devils, including Lilis (Dispater's consort), Arioch the Iron Avenger, Biffant (Provost of the Iron City), and Titivilus (Nuncio of Dispater), are members of Dispater's court. The armies of Dis are commanded by pit fiends and a few unique devils, including Alocer, Bitru, and Merodach.

RESIDENT DEVILS

Few kinds of devils are absent from Dis. The varieties most commonly observed by visitors to the city include abishai, lemures, spinagons, and imps.

OTHER DENIZENS

A legion of spectres haunts Dis's iron laneways. These damned souls have been excused from the usual cycle of torture, flaying, and diabolical rebirth to suffer a much worse fate, and thereby generate even greater quantities of divine energy for the archduke who owns them.

To become a spectre of Dis, a damned soul must be found in a spiritual condition called anagnorisis. Souls in this state have experienced a revelation about their identity and their situation that tragically, for them, came too late. Just as they arrive on the Shelves of Despond, they sincerely repent of their misdeeds, achieving true understanding of the harm they committed while alive. If they had repented just moments before, these souls might have been granted a second chance and been reborn as hellbred. But now they face eternal doom.

Because these souls can now empathize with their victims and fully understand the consequences of their actions, they are converted to spectral form to lament them until the end of time. The weepings and wailings of these creatures give off huge quantities of evil divine energy, which is collected by a system of metallic rods erected on the towers and bridges of Dis.

The other archdukes jealously covet the occult secret that allows Dispater to utilize spectres in this way. Any underling could gain swift promotion by stealing this closely guarded formula. In the meantime, agents of Dis trade with other archdukes, swapping garden-variety damned souls for a few precious anagnorisis sufferers.

Dis's spectres yearn for the comforting embrace of the virtuous—a fact that makes them quite dangerous to adventurers. The pathetic creatures advance on living visitors with

DRAGON'S EYRIE IN THE REALMS

In the FORGOTTEN REALMS setting, Tiamat's domain lies on a separate plane known as Dragon's Eyrie. Nevertheless, the Dragon Queen's role in the Great Tree cosmology is similar to the one she plays in the Great Wheel cosmology. Specifically, her Cave of Greed (also known as Azarhul, the Dragonspawn Pits) can be reached by way of several soft borders linking Dragon's Eyrie to Avernus. The known soft borders include the mountain redoubt known as Tiamat's Fortress, the cave mouth in the rock wall behind the Maggot Pit, and the depths of certain sinkholes scattered across Avernus, which are known as the Mouths of Azarhul. Access to Dis is restricted to a second soft border leading from Dragon's Eyrie back into the Nine Hells. This border is guarded by a powerful aspect of Tiamat.

open arms, pathetically sobbing and flailing out for human contact. However, their energy-draining touch is just as potent as that of their earth-bound counterparts. The spectres leave devils and their minions alone because they know that no comfort can be found in the arms of such creatures.

IMPORTANT LOCATIONS

The signature location of Dis is the city of the same name. All the other places of note on this layer are located within the city's eerie, shifting boundary markers.

THE CITY OF DIS

In keeping with Baator's lawful nature, the realms within its boundaries sometimes appear impossibly large. This situation is not the case in Dis—perhaps because the city embodies a paradox. Although it contains potentially unlimited space, those who travel within it always feel hemmed in, trapped, and oppressed. In fact, one can walk its scalding streets forever and never get anywhere.

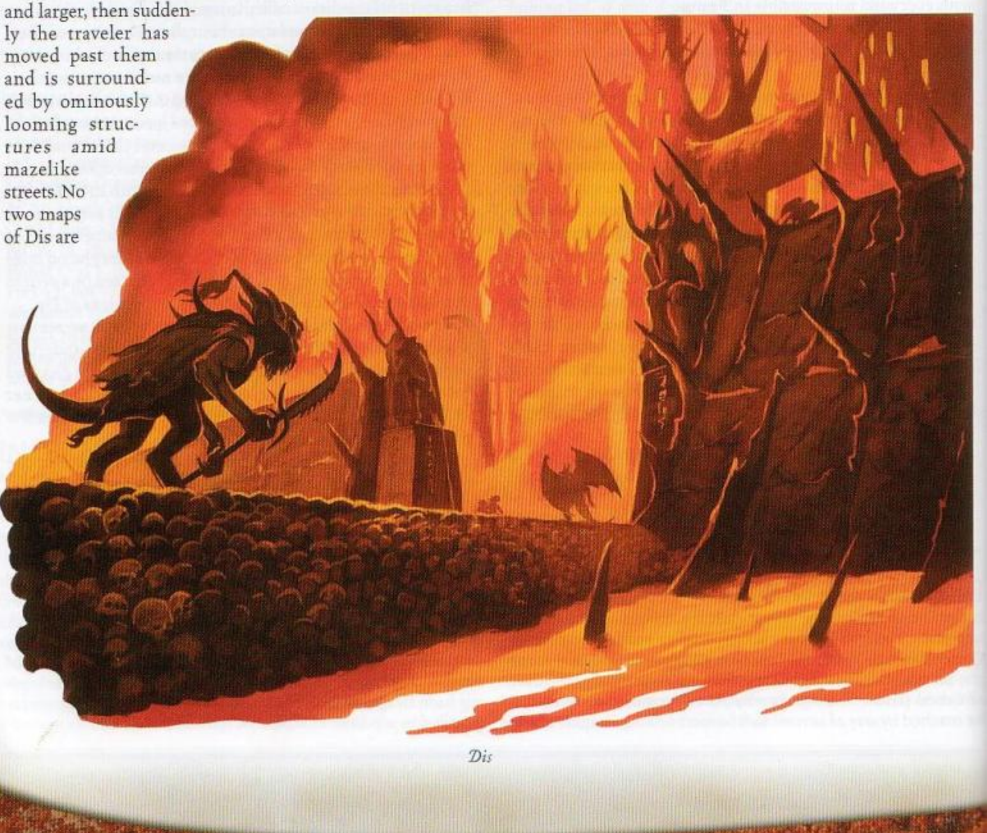
The approach to Dis presages its spatial peculiarities. The traveler moves on a punishing slant from a ring of spiny mountains. A road of broken skulls winds toward the black walls of the distant city, and one can reach it only by following this macabre track. Eventually, the skulls transform into spurs of hot iron.

No matter how long it takes to reach Dis, the entrance always comes as a sudden break in reality. The walls loom larger and larger, then suddenly the traveler has moved past them and is surrounded by ominously looming structures amid mazelike streets. No two maps of Dis are the same because its configuration invariably changes by the time the cartographer finishes his sketch.

Building crews of least devils sweat and toil, tearing down old structures and erecting new ones with impressive speed. However, the improvements they make are never discernible, because the cityscape alters faster than any laborers could ever arrange. Supposedly, both the mundane and the magical alterations reflect the inner workings of Dispater's mind. His recent paranoia can be seen in the increasingly cramped, warrenlike nature of the city's new streets. Scrying devices have recently become omnipresent, so the walls of Dis have ears. Iron statues of Dispater follow passersby with red, paranoid eyes.

THE IRON TOWER

The changes in the rest of the city seem gradual next to those experienced by Dispater's fortress, which is located in the very center of Dis. This structure is always black, ugly, and surrounded by a wreath of dark smoke, but all its other physical features are subject to rapid change. The Iron Tower might be a squat dome one minute and a stabbing fist of iron the next. Regardless of its form, it remains visible from every point in the city except the Garden of Delights, and it always seems to be one block away. Baatezu instinctively understand how to overcome this spatial oddity and approach the structure, but other creatures trying to reach the fortress without the guidance of devils simply wander forever, remaining tantalizingly close to their goal without ever reaching it.



Dis

Illus. by W. Maby

The interior of the tower looks like rest of the city, except that only Dispater and his servitors live there. His throne room lies in a vast, square vault, which always seems to be one corridor away to those who do not know the secret of moving directly into it. In fact, only Dispater's most trusted chancellors know how to access his throne room unbidden. Rumor holds that a creature entering this inner sanctum finds itself inside an even larger city, even farther from Dispater than before, though the truth of such claims is unknown.

THE GARDEN OF DELIGHTS

Behind sandstone walls lies the Garden of Delights, an oasis of pleasure inside the inhospitable city of Dis. To gain entrance, a visitor need only knock on its delicately filigreed wooden doors. Comely servants beckon the weary travelers inside and quickly usher them to the side of a beautiful azure pool. Cool beverages are placed in their hands, as innocent or intoxicating as the visitor specifies. Then the newcomers lean back on silken pillows to watch lovely faeries disport on the water's surface. Sweetmeats and fruits appear on trays of gleaming silver, and palm fronds bend obligingly down to fan the visitors' brows. Colorfully attired musicians serenade all present with soothing and sensuous melodies.

When asked how long visitors can remain here, the lovely and charming wait staff responds with naïve surprise. No one, once admitted to the Garden of Delights, is ever required to leave.

But in fact, the garden is a complex illusion created by a staff of efreeti puppet-masters. Once managed by a single bound efreeti, it proved so successful as a collector of souls that an entire group of the deception-loving fire creatures are now handsomely rewarded to maintain it.

The garden is designed to corrupt souls—or, failing that, to simply kill enemies of evil. Imps in human form mingle among the guests attempting to determine each visitor's spiritual susceptibility. Then they set to work on those they deem corruptible, urging them into corrupt or obeisant acts. The incorruptible are left alone to die of thirst or starvation in a place where all the food and drink are illusory. (See Starvation and Thirst, *DMG* 304.)

The garden's complex series of interwoven illusions includes figments, glamers, patterns, and shadows. Any character who carefully studies the environment for 1 minute without interruption can attempt a DC 25 Will save to detect its unreality. However, imps and illusory servants attempt to distract any visitors who appear to be concentrating too intently on their surroundings.

Even characters aware of the garden's falseness often find it too intoxicatingly pleasant to leave. Voluntarily exiting the garden requires a successful DC 30 Will save. Only one such save attempt can be made per day, but a +4 bonus applies if the character knows that the garden is illusory. A character can, however, persuade another to leave by making a Diplomacy check opposed by the subject's Will save.

Spending undue time in the garden saps one's sense of self and motivation. For each day after the first spent there, a character takes a cumulative –1 penalty on her Will saves. When a character leaves the garden, this penalty vanishes.

Lawful evil beings can enter the garden only to further a mission. Dispater firmly prohibits recreational visits by his minions, which ought to be busy serving him.

SCALDING WALLS

With rare exceptions, all the outer surfaces of the structures within Dis are hot enough to burn mortal flesh severely. Any character coming into contact with a wall, alcove, doorway, balcony, or similar architectural feature takes 1d4 points of fire damage per round of exposure. Devils fighting mortals in Dis take advantage of this fact by attempting to bull rush their opponents into scalding walls.

MENTIRI

The fearsome prison known as Mentiri is hidden deep in the heart of Dis, at the terminus of a confusing labyrinth. Run by bone devils and staffed by barbazu and spinagons, it serves a dual purpose.

One wing, the Bastille of Flesh, houses mortals captured in Baator. Here virtuous paladins languish together with heartless mercenaries and chaotic evil intruders. Mentiri's jailers subject all their prisoners to hideous deprivations so that they must compete with one another to survive. Many prisoners, stripped of all decency and hope, are quickly corrupted. They either stoop to acts of evil, or begin shamelessly toadying to the guards. Either option eventually turns them to lawful evil alignment. Once prisoners become lawful evil and thereby grant their souls to Dispater, they are taken out and executed. Moments later, they reappear as soul shells on the Shelves of Despond.

Mentiri's other wing, the Bastille of Souls, warehouses the soul shells of individuals who were not lawful evil when they died but somehow ended up in Baator anyway. Some were captured on raiding parties to other planes; others are the souls of mortals slain in Baator and somehow trapped there. Because they do not rightfully belong to him, Dispater can't turn them into lemures or wring divine energy from them, but he can and does hold them for ransom or exchange. Regardless of the reasons for their presence, mortals whose souls are trapped in Baator cannot be raised or resurrected.

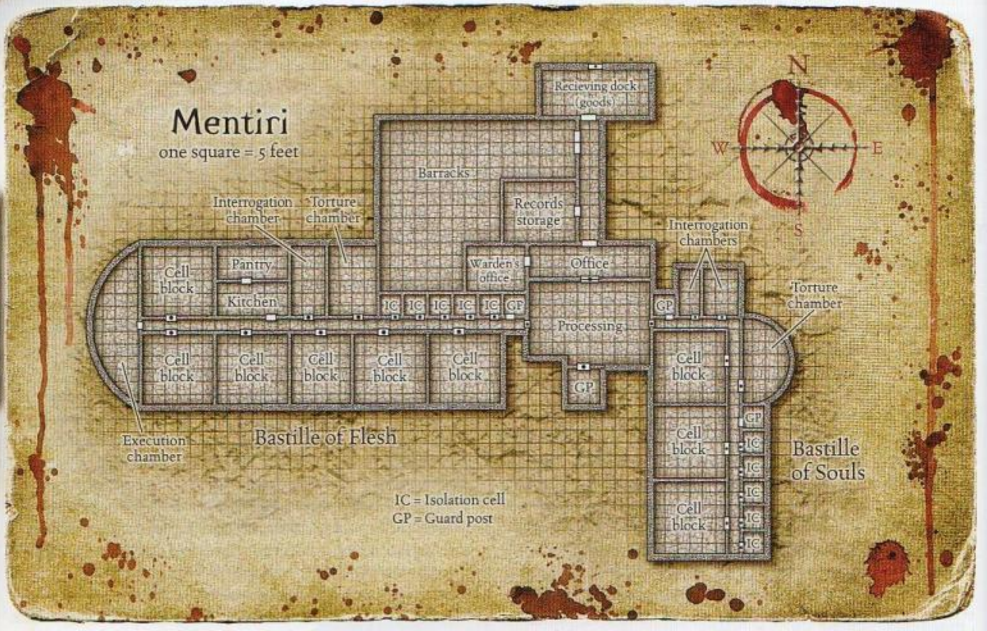
Harvester devils approach the still-living comrades and families of the individuals slain in Baator and try to convince them to sign Faustian pacts in exchange for their loved ones' release. Released souls return to their destination planes as determined by alignment. Souls captured in raids are returned to their rightful planes in trade for misdirected lawful evil souls, or for goods, information, or services. Such negotiations are conducted by amnizus in Dispater's employ.

DIVINE REALMS

The infinitely recursive space of Dis makes it Baator's most popular location for nascent or waning lawful evil deities who need realms of their own.

GOD STREET

On a winding lane on the city's bleak industrial outskirts lies God Street, home to a panoply of nascent, would-be, and has-been lawful evil deities. Throughout the Material Plane, mortals of all stripes are continually finding new entities to worship. Some are heroes or ancestors around whom great myths have sprung up; others are the imaginary objects of faux faiths that nonetheless attract sincere worship.


Mentiri
one square = 5 feet
Recieving dock (goods)
Barracks
Records storage
Interrogation chamber
Torture chamber
Interrogation chambers
Cell block
Pantry
Kitchen
Warden's office
Office
IC
GP
Processing
Torture chamber
Cell block
Cell block
Cell block
Cell block
Cell block
Cell block
Cell block
Cell block
GP
Execution chamber
Bastille of Flesh
Bastille of Souls
IC = Isolation cell
GP = Guard post
N
W
E
S

Whenever a certain critical mass of lawful evil devotional energy attaches itself to one of these entities, a new deity is created. If the object of worship is a previously living creature, its soul is retrieved from its prison or devil form and infused into a new divine body. If it is a fictional being, it simply coalesces into ineffable life. Either way, the new deity appears on God Street, usually in a small iron plaza bounded with faceless statues called the Borning Ring. Blazing with divine knowledge, the new deity quickly sets out to rip holes in the malleable fabric of Dis's reality, constructing temples, shrines, fortresses, and temples to its new magnificence.

Until a lawful evil deity has achieved the eminence of a Set or Sekolah by gaining worshipers on dozens of worlds, it is likely to while away its time here, scheming for future greatness. Thus, no matter how mighty a given deity might be on a single world, it likely resides somewhere on God Street. The unique lawful evil deities of your campaign setting probably fall into this category.

Each deity's realm appears on the outside as a single structure of immense size. Uncountable numbers of these improbably large and outlandish temples abut one another down God Street's seemingly infinite length. Some resemble giant statues; others appear as dark, titanic cathedrals. A few are more exotic still, appearing as vortices of gnawing light or hideous, devouring faces.

On the inside, a God Street realm might manifest as the interior of a building, or it can seem like a tiny, bounded universe unto itself. Lesser deities are rarely able to create the illusion of infinite space, so walls, seams, and boundary markers are always visible somewhere.

From any vantage point, God Street seems to stretch to infinity to both the right and the left, and no streets cross it. Thus, no one can find God Street by seeking it out. Although its deities can will worshipers directly into their miniature realms, only divine casters can successfully blunder onto this divine laneway. A character seeking God Street must attempt a DC 20 divine caster level check (with a –5 penalty if the caster is good or chaotic). Success places the character on God Street. Any successful seeker who is looking for a particular deity arrives at that godling's doorstep; others appear in what seems to be the middle of the street, in front of a random deity's temple.

Up-and-coming denizens of God Street include Khandovar the Punisher (deity of torture), Z'zelth of the Eighth Order (deity of false knowledge), and Uin the Unseeing (deity of blind obedience).

DIS ENCOUNTERS

All the following encounters can take place somewhere on Dis.

INFERNAL GUIDES

A trio of flying devils, held aloft on straining, batlike wings, flits among the smoking buildings of Dis. Taking sudden notice of a living being, they flutter in that direction, crying out in singsong voices, "You need help! We're here to help!"

Among the thousands of imps searching the city for easy marks are Ballitu, Arbal, and Hath-Pi. Having perfected the art of appearing innocent, they have lured dozens of visitors to imprisonment or spiritual doom.

The three approach travelers, offer to serve as guides, and refuse to take no for an answer. If threatened, they flit behind a building or into an alleyway. Persistence is the watchword of the three imps; if shooed away, they shadow the visitors and pop up to offer their services again whenever the group seems defeated, confused, or stymied.

In exchange for 3 gold pieces per day apiece, Ballitu, Arbal, and Hath-Pi help their clients navigate the city's ever-shifting streets, offer tips on diabolical etiquette, and provide information on city politics. The trio refuses to be split up; a visitor must hire all of them or none. If asked about their true motivation, they don't lie—they explain that they really want to claim the group's immortal souls for their master, Dispater. "But you're so smart," they continue, "you probably won't fall for it, so why not take advantage of our knowledge?" Obsessively true to their promises, they work to betray and corrupt the party in subtle ways. Only if attacked or cruelly mistreated do they shift from a long-range strategy of soul corruption to actively seeking their clients' collective demise—typically by luring them into confrontations with powerful devils.

These three should be played as gleeful, chattering children who happen to be deranged and evil to the core.

SPY DUTY

A coolly insinuating voice cuts the heat-distorted air, as if coming from an invisible creature. "You're in the wrong place," it drawls. "Fortunately, I'm here to protect you."

Charddek the bone devil (*MM* 52), who works for Dispater's secret police, has been assigned to monitor the activities of a suspected subversive named Olaf the Sheep-Eater (LE male dwarf expert 10). Olaf is a mortal resident of Dis. Perverse and exceedingly rotund, he makes his living importing actual mutton and beef directly into Baator through the services of two bearded devil allies that use their *teleport* ability to transport the goods. One of Charddek's superiors thinks Olaf cheated him and has ordered the bone devil to find proof of his seditious activities against Lord Dispater.

Though unpleasant to the marrow, Olaf is no conspirator against his diabolical masters. However, he is cognizant enough of diabolical politics to know that he has high-placed enemies who want to frame him. Charddek has tried and failed to infiltrate Olaf's inner circle, so he has been trying to convince mortal travelers in Dis to do his dirty work for him. When he finds any, he commands them to befriend Olaf and then find (or invent) evidence against him.

If the PCs refuse to do his bidding, Charddek threatens a campaign of persecution against them. If they agree, they gain a useful—though treacherous and self-serving—patron. Although Olaf is not guilty of treason, a thorough investigation of his ranching operation back on his home world exposes him as a heartless murderer of rivals and rebellious workers. Thus, even the most virtuous of parties should feel few qualms about turning him over to face diabolical retribution.

HELL'S TAX COLLECTOR

A massive, green-hided beast with a reptilian aspect waddles out into the street. Its slavering face is framed by an array of horns and spines, and thousands of half-melted gold and silver coins adorn its scaly hide. The creature blearily flaps its massive, dragonish wings, then seems to catch sight of prey.

The amenities of city life require some form of payment. In Baator, as on the Material Plane, municipal works are funded through taxes. In Dis, a squad of revenue agents headed by Calbalk, an avaricious horned devil (*MM* 55), collects these fees and levies. The fact that Calbalk earns a percentage of every tax bill it collects motivates it to sniff out fresh sources of revenue whenever they appear in the city.

Letters of safe passage rarely provide protection from lawful taxation, as Calbalk is quick to remind the travelers it confronts. Typically, the devil charges into a laneway, suddenly blocking a party's progress. Sniffing the air, it pretends to sense what kinds of valuable items the characters possess. It shakes them down, taking only one valuable item if it finds them sufficiently obsequious, or one item per person if they show undue defiance. Accustomed to appraising the power level of adventurers as well as items of value, it seeks to extract 500 gp worth of treasure per character level. The odd bureaucratic rules of Calbalk's profession reward it more highly per episode of taxation, so it would rather come back to tax one group multiple times than strip its members of all their goods at once.

Intercession from a higher-ranking noble of Dis can force Calbalk to disgorge seized items. However, an administrative fee equal to 15% of the returned item's value remains completely nonnegotiable.

A skilled calculator of the odds, Calbalk does not approach groups that are clearly capable of defeating it in a fight. However, it might instead target the visitors for burglary by lower-ranking officials under its command.

Calbalk wears its personal fortune on its hide. Long exposure to the hot iron structures of Dis has melted the creature's coin collection so that it adheres directly to Calbalk's scaly flesh. It would rather fight to the death than allow anyone to peel away even a small portion of its wealth.

Layer 3: Minauros

A constant, oily rain pelts down on Minauros, pounding its black soil into a series of mud flats, swamps, mires, and cesspools. From these bubbling, unclean waters issue various stomach-turning stenches, each more foul than the last. The skies roil with drooping, fecund clouds ranging in color from slate gray to putrid indigo.

Muddy conditions cut ground movement rates by one-half to two-thirds, and the high winds and rain slow flight speeds by one-half. However, devils of greater or higher rank that are native to Minauros have sufficient practice operating in these conditions to retain their normal land and air speeds.

THE LORD OF MINAUROS

The serpentine archduke Mammon schemes eternally for power, in Baator and elsewhere. He's as famous for his supremely boastful and haughty manner toward underlings as for his shameless groveling before Asmodeus.

ROLEPLAYING MAMMON

Play Mammon as a two-faced, insecure, vindictive being who is always sniffing the air for the faintest hint of insult. No matter how convincingly sadistic, competent, and tyrannical the PCs appear, they should find it nearly impossible to stay on Mammon's good side, because he doesn't have one.

DUKES OF MINAUROS

Mammon is served by a host of dukes, each of whom constantly tries to curry favor at the expense of his rivals. Mammon's generals include the unique devils Bael, Caarcrinolaas, and Melchon. Focalur, also a unique devil, serves as Mammon's ever-loyal seneschal, and the little-known Glwa is Mammon's new consort.

RESIDENT DEVILS

Mammon promotes more devils than any other archduke. But this fact gladdens no hearts in Minauros because he also demotes his servitors at the slightest provocation.

To create a ready talent pool for his ferocious whirlwind of elevations and banishments, Mammon keeps a ready supply of lesser demons on hand. Thus, lemures and spinagons are more common here than on other layers, and a visitor can't even slog through a swamp without tripping over woeful, demoted nupperibos. Other common devil types native to Minauros include barbed devils and chain devils. Mammon's gnawing need for absolute loyalty prompts him to surround himself with narzugons, so his barbazu often trade with other layers for souls suitable for elevation to that status.

Rarer residents include ice devils, who find the swampy damp of Minauros inhospitable, and paeliryons, whose conspiratorial natures arouse Mammon's paranoia.

OTHER DENIZENS

Minauros's perpetual hailstorms make it a difficult place for those who lack diabolical damage reduction to live. However, its cities attract a small handful of evil mortals and wayward fiends that gain precarious citizenship rights by proving themselves useful to Mammon. Most of these interlopers serve as functionaries in the soul trade, and almost all are crazier and more evil than their devilish masters.

IMPORTANT LOCATIONS

Even though it is steadily collapsing into a gigantic sinkhole of muck and filth, much of Minauros is urbanized. Two of its most notable sites are cities, and the third is an isolated fortress stocked with secrets.

THE SINKING CITY

The city of Minauros, which dominates much of the layer of the same name, is also called the Sinking City because its foundations are slowly disappearing into the shifting muck below. Ooze rises between the paving stones, and entire streets regularly buckle and shift, becoming impassable for wheeled vehicles. Buildings shudder, teeter, and occasionally collapse, killing their inhabitants.

To gain some protection from the layer's punishing hailstorms, city builders construct huge stone canopies across the streets and laneways. Held up by precarious columns, these dilapidated canopies add to the continual danger of falling debris. As soon as a chunk of rock or brick falls from its place, a work detail of lowly devils scurries out to grab it for one of the city's countless reclamation projects. Reclaimed stones are used to shore up the city's sinking foundations. Sometimes multiple crews run for the same stones, resulting in fights that can end in death or serious injury.

The Sinking City's major industry is the soul trade. Souls are carted here from the layer's other major metropolis, Jangling Hiter, for transmutation to lemure form.

Fat-bellied amnizus gather in cafes, swilling flagons of noxious beverages and selling soul futures (see the sidebar). Barbazu carters toss themselves onto benches to rest their weary muscles momentarily. Occasionally, numerous soul shells escape from a holding tank, kicking off a frantic stampede when all the devils within half a mile scramble to claim merit points by recapturing them.

JANGLING HITER

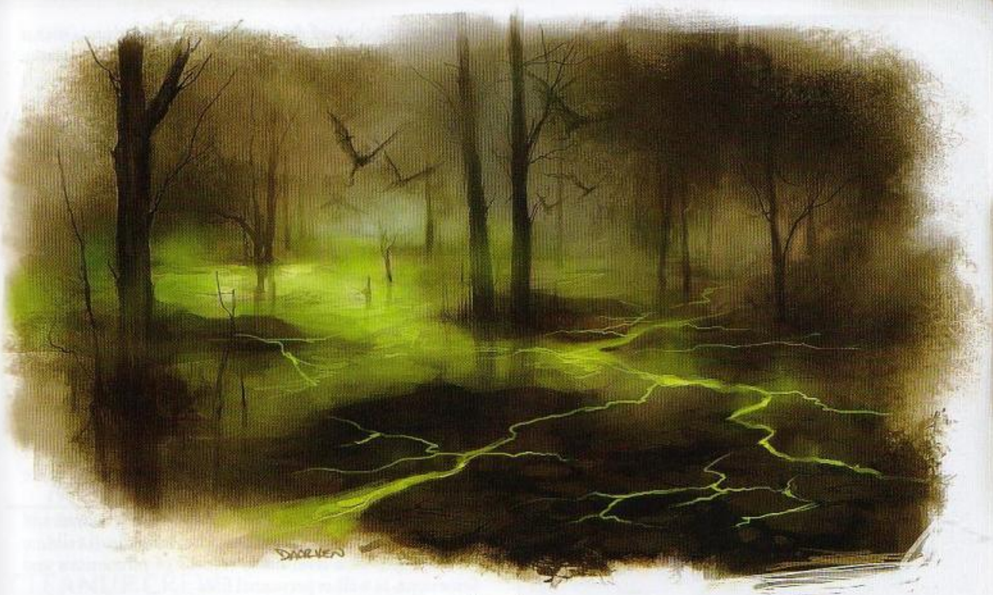
Colloquially known as the City of Chains or Torture City, Jangling Hiter has hit upon a bizarre solution to its infirm foundations. A network of jagged, razor-augmented chains rises from a series of slimy posts positioned throughout the city to the underside of Dis, the layer above Minauros. The residents of Jangling Hiter regard this feat of engineering with a remarkable lack of curiosity. To ask what holds the posts in place or how exactly the other ends were attached to Dis is to reveal oneself as a foreigner and therefore a potential victim.

Jangling Hiter is populated mostly by chain devils. Pain devils, their chief rivals as torture masters, are distinctly unwelcome here. In massive, factory-style installations, kytons fillet the souls of the damned with long-honed precision. Hiter's kytons are so famously skilled at their craft that other archdukes—most notably Asmodeus and Levistus—farm out much of their soul-torturing work to them. Thus, tumbrels bearing raw or processed souls teeter regularly into and out of the city. In Jangling Hiter, transport is an industry second only to torture.

So many souls are tormented here that their agonized shrieks constitute a harrowing form of noise pollution. Undercover adventurers traveling in the city risk exposing themselves by reacting to the screams with fear or pity. Once every 1d6 hours, the combined groans of the tortured rise to a crescendo, necessitating a Will save from any nonevil characters. On a failure, the character is visibly horrified, and any observer can readily penetrate her guise. (These checks need not be attempted if the characters are safely unobserved

HAILSTORMS

The incessant rains of Minauros are frequently augmented by skin-flaying hail. Examination reveals the hailstones to be balls of polluted ice, sometimes containing hooks, shards of metal, or the still-sharp teeth of long-departed devils. Hailstorms rain down without warning, dealing 1d4 points of damage per round to any creatures exposed to them. Any single storm lasts for 2d12 rounds, and the interval between storms is 1d20+4 minutes. Hail pellets are treated as lawful and evil weapons for the purpose of overcoming damage reduction. Devils seem to be bitterly pained by these hailstorms, even though their damage reduction protects them from actual hit point loss.



Minauros

Illus. by Daarken

at the time a check is called for.) The DCs for these saves vary by alignment, as given on the following table.

Alignment	DC
Chaotic good	35
Chaotic neutral	30
Lawful good	25
Lawful neutral	15
Neutral good	30

The city is divided into three neighborhoods: the Fiend, Merchant, and Visitors Districts.

The Fiend District: Every guidebook warns even the best-protected planar tourists not to venture into this area. A popular pastime in Torture City is to chase foolish new arrivals until they stupidly attempt to escape by climbing up the chains. Bellowing laughter ensues as the victims slash themselves to ribbons. Any creature climbing the chains takes 2d8 points of damage per round.

The Merchant District: If any part of Jangling Hiter can be called safe, it's the Merchant District. Traders, some of whom ply their wares across the planes, are granted limited bills of safe passage sponsored by the influential devils with whom they trade. A devil that bothers a protected trader incurs the wrath of that individual's diabolical business partner. Unfortunately, the frequency of demotions in Minauros can mean a sudden loss of protection should a patron suddenly be reduced from barbed devil to mewling nupperibo. Because of this risk, merchants employ entourages of easily swayed, expendable mortals as spiritual decoys. Their hope is that the resident devils will spend their time corrupting these hapless nobodies and leave their masters in peace.

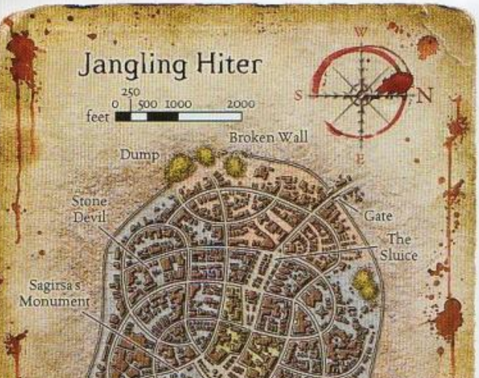
The Visitors District: Travelers who have improbably made it into the heart of Minauros without bills of passage are kindly invited to stay in the Visitors District. Those who know its nicknames—the Abattoir, or Meat District—give it a wide berth.

MAMMON'S LATEST SCHEME

The ascension of his ex-lover Glasya to archduke status has frightened Mammon into focusing his plotting beyond Baator. He has recently begun whipping his minions into frenzied activity to advance his new master plan.

Mammon's devils have begun to wage economic warfare on the unsuspecting citadels of good throughout the Material Plane. Since lust for money is the root of all evil, Mammon believes that the best way to corrupt mortal souls is to collapse the economies of safe and prosperous nations. If all goes according to his plan, the accompanying despair and desperation should send millions of souls to the torture chambers of Minauros, thereby bolstering Mammon's power base. To that end, his devils are hard at work sabotaging industries, fomenting unrest, and prompting the wealthy to abandon works of charity in dozens of major nations. As a result of this massive outflow of servitors, his cities seem eerily depopulated.

Every devil in Minauros yearns to find a new, ripe target for destabilization. Thus, mortal wanderers who can provide worthwhile intelligence to this end might be spared the torments of Hell, at least temporarily.



City Layout

A basic layout of Jangling Hiter appears on the accompanying map. The named areas are described below.

Gate: A clattering, clanging metal gate bangs constantly in the wind, providing an incessant percussive accompaniment for the city's activities. The wall, which has been breached elsewhere, is no longer actively guarded.

The Sluice: This broad avenue into the city runs through the heart of the Meat District. Troughs in the street run slightly toward the middle of the city, where a rusty metal grate drains away the blood spilled when city residents feast on unprotected mortals.

Broken Wall/Dump: The city's forbidding stone walls exist for decoration only, as proven by this 1,500-foot-long breach in the wall. The rancid refuse piled here attracts squirming hordes of fiendish vermin.

Stone Devil: This 30-foot-tall stone pit fiend is not a statue; it is all that remains of a former ruler of the city who failed to deliver his soul production quota. Mammon petrified him as punishment, then enlarged him to serve as a towering reminder to others of the consequences of failure. Once a year, on the anniversary of the pit fiend's downfall, the statue weeps tears of smoking bile.

Sagirsa's Monument: This statue is a mammoth sculpture of the city's present ruler, the paeliryon Sagirsa. Superstitious minor devils believe they can increase their chances of advancement by leaving offerings in the statue's cupped hands.

LABYRINTH OF TRUTHS

On the edge of a bubbling swamp lies the Labyrinth of Truths, a fortress of worn gray stone. Within this twisting maze of hallways, Mammon's bureaucrats store countless documents, all packed in boxes and racked in scroll cases. Some, such as the archduke's endless roll of diabolical promotions and demotions, are of little interest to adventurers. Others, such as a collection of treasure maps from across the Material Plane, might be worth risking life and limb for. A crawling horde of lesser demons staffs the labyrinth, operating under the supercilious eye of amnizu supervisors. Barbazu and narzugons serve as guards.

Each floor of the labyrinth houses a different category of documents. From topmost to lowest level, the holdings are as follows.

Floor Nine: The documents on this floor include budgets and account books for the operations of cults and devil cells.

Floor Eight: This level holds records of promotions and demotions, as well as personnel files.

Floor Seven: Inventories of all buildings, structures, and dwellings in Minauros, both current and ancient, are kept on this floor. The records include lists of all goods and furnishings within each structure, to the minutest detail.

Floor Six: This collection consists of dungeon and treasure maps collected throughout the ages, mostly from the Material Plane. Specific locations are often missing or heavily ciphered.

Floor Five: On this level are collections of gossip, hearsay, and hard facts about the vices and weaknesses of mortals from many worlds who interest Mammon. Despite their high percentage of nonsense and outright lies, these documents are rich in blackmail potential.

Floors Four through One: These levels contain detailed operational journals from eons of corruption missions.

DIVINE REALMS

Minauros contains only one important realm—that of the deity Hecate.

AEAEA, REALM OF HECATE

The realm of Hecate, a forbidding goddess of magic, is a foggy, chilly, desolate place where even those who possess

SOUL FUTURES

In a soul future transaction, devils trade ownership of yet-to-be-corrupted souls for goods, services, or information. Devils desperate to fill their quotas and avoid demotion submit to a sort of spiritual loan-sharking, gaining a small number of currently available souls in return for pledging a comparatively larger quantity down the line. Squads of enforcers, some of which can strike fear even into greater devils, visit those that fail to pay.

The soul traders of Minauros also engage in a secondary market—buying and selling existing souls. For example, a devil might want to swap a potential narzugon for several garden-variety souls, or for enough treasure to fund an operation or equip an army. Baatezu also buy and sell mortal prisoners, as well as the unusable captive souls of individuals who are not lawful evil, since these can often be used to snare the souls of their loved ones.

infallible senses of direction quickly become lost. Anyone entering Aeaea is quickly enveloped in a soupy shroud of fog that renders the rest of Baator invisible.

Travelers through Aeaea risk bumping into one of the thousands of strange, sculptural devices littering the realm. Blinking with eerie, infernal light, they clank and howl, executing movements of obscure purpose. Hecate's clerics claim that these devices generate all the multiverse's magical energy, and that if they were somehow shut down, all spells and magic items everywhere would cease to operate. What is certain is that Hecate's fiendish servants feed souls to these machines, which convert them into divine and sorcerous energy for her use and the use of her minions.

Hecate and her clerics manufacture evil magic items here, then trade them to the baatezu for souls to power their occult machinery. The devices also consume other entities, including extraplanar beings and mortals. When supplies run short, the lowliest of Hecate's fiendish servants are fed to the machines as well.

MINAUROS ENCOUNTERS

The first two encounters are typical of the dreary urban landscape within Minauros. The third occurs in its marshy hinterland.

CLEANUP CREW

Two amorphous, legless blobs of flesh with vague, tormented faces surge over the sodden cobblestones of Minauros City. They are equipped with sharp talons, which they bare menacingly.

Groaning, cretinous lemures (*MM* 57) are allowed to run riot through the streets of both Minauros and Jangling Hiter. They lurch mindlessly toward anything that moves, instinctively driven to tear it to shreds. Any devil can turn them away with a simple telepathic command, but visitors lack this recourse—they must either flee or stand and fight. Either way, any devils witnessing such an encounter enjoy a hearty, sinister laugh at the newcomers' expense.

Characters already welcome in Hell are never begrudged the necessity of killing lemures that come after them. However, devils wishing to extend their amusement might attempt to extort money from such characters by claiming ownership of the lemures and threatening to sue for property damage.

A FURTIVE TRANSACTION

Two musclebound, chain-draped, humanlike figures rise from a swampy gully. They react guiltily, as if discovered in some dreadful act. One holds a clanking purse, and the other has just taken possession of a dazed and quivering soul shell. This latter figure holds a spiked chain attached to an iron collar that is clamped tight around the wretch's neck.

The first devil, Shaddon, is a kyton (*MM* 53) from Minauros; Uranasha, the other chain devil, hails from Phlegethos. Uranasha, whose crew is far behind in its soul-harvesting quotas, has for several decades been purchasing stray souls from Shaddon. The first kyton is taking legal advantage of an overly broad clause in the written orders governing the activities of its torture chamber. Shaddon's extracurricular sales are legal, but if its boss finds out about this activity, Shaddon will lose the added income and probably find itself shipped off for fiery cleansing in the Pit of Flame. When a group of travelers stumbles upon one of their transactions, both Shaddon and Uranasha do their best to slay the newcomers before they can inform another devil.

THE WORM OF MINAUROS

A bizarre, slow-moving creature, about 50 feet long, comes sloshing through a shallow swamp. Shaped like a snake or worm, and covered in ivory plates the color of bleached bone, it takes little notice of its surroundings. Its massive, crested head resembles the gnarled skull of a titanic archdevil.

WORM OF MINAUROS **CR 15**
N Gargantuan magical beast
Init –2; **Senses** tremorsense 60 ft.; Listen +19, Spot –1

AC 19, touch 4, flat-footed 19
(–4 size, –2 Dex, +15 natural)
hp 335 (25 HD)
Fort +21, **Ref** +12, **Will** +7

Speed 20 ft. (4 squares), burrow 20 ft., swim 10 ft.
Melee bite +34 (2d8+12/19–20) and
sting +32 (2d6+6 plus poison)
Space 20 ft.; **Reach** 15 ft.
Base Atk +25; **Grp** +49
Atk Options Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, poison (injury, Fortitude DC 29, 1d6 Str/2d6 Str), Power Attack

Abilities Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8
SA improved grab, swallow whole
Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (bite), Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (sting)
Skills Listen +19, Swim +20*
*The Worm of Minauros has a +8 racial bonus on Swim checks to perform special actions or avoid hazards.

Improved Grab (Ex) To use this ability, the Worm of Minauros must hit an opponent of any size with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

Swallow Whole (Ex) The Worm of Minauros can try to swallow a grabbed opponent smaller than itself by making a successful grapple check.

The swallowed creature takes 2d8+12 points of bludgeoning damage and 8 points of acid damage per round from the Worm of Minauros's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal a total of 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The Worm of Minauros's gizzard can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Hook This slow-moving creature reacts with disinterest even when badly hurt.

The legendary worm of Minauros wriggles eternally through the swamps, bogs, and cesspools of Baator's third layer, staying out of cities and other settlements.

If the party chooses to fight it, treat the worm as a combat encounter. If, on the other hand, a mortal peacefully approaches the creature and volunteers to become its next meal, treat it as a mobile magical location.

Combat: The worm defends itself if attacked but otherwise takes no interest in mortal prey. It exists only as a punishment for stray or unwary devils, which it attacks with sudden ferocity. Any baatezu foolish enough to cross its path is by definition deserving of its fate.

Lore: Characters with ranks in Knowledge (the planes) can research the *worm of Minauros* to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 25: This mammoth creature, feared even by devils, eternally haunts the plane of Minauros. It can be killed, but it always comes back. Supposedly, a way exists to wrest a great magical boon from it.

DC 30: To anyone who fights it, the worm is really just a bizarre-looking, tougher-than-average purple worm. Like any other creature of that kind, it attempts to grab foes in its massive jaws and swallow them whole. Its sting also carries a Strength-sapping poison.

DC 35: If anyone approaches the *worm of Minauros* unarmed, it opens its jaws and allows the visitor to walk straight in, without grabbing, poisoning, or crushing it. The visitor might be digested like any other morsel of food, or it might be excreted whole and be all the more powerful for the experience.

Description: See above.

Prerequisite: Only a mortal with an alignment other than lawful evil can gain the power granted by a *worm of Minauros*. (Lawful evil characters are still admitted to the creature's maw, but they are then subjected to the normal combat damage taken by a swallowed character. Like any other creature native to Baator, the worm attempts to send the souls of qualifying mortals straight to the Shelves of Despond.) The character must also be able to withstand the damage dealt by several rounds inside the worm's digestive tract.

Location Activation: To gain the benefit of the *worm of Minauros*, a living mortal must approach it head-on, without weapons, and with her arms held out at her sides in a gesture of supplication. The worm sniffs the air to confirm that the character is in fact mortal. (Devils disguised as mortals are summarily eaten, with all the bite damage that process entails.) The worm then lowers its gate-sized jaw so that the subject can walk straight into its maw. A successful DC 15 Will save is required to follow through on this act of apparent self-destruction. Failure means the character is panicked for 1 minute and must turn and run. Success allows the character to continue into the creature's gizzard, where for 1d6+1 rounds she takes 2d8+12 points of bludgeoning damage, plus 8 points of acid damage, per round. At any time, the character can attempt to cut herself out of the creature's side by using a light slashing or piercing weapon to deal a total of 25 points of damage to the gizzard (AC 17). However, doing so prevents the character from acquiring the special ability (see below) and causes the worm to initiate combat against any bystanders within sight.

Any character who undergoes the digestion process for the full duration is, if still alive, abruptly excreted from the worm's body. An expelled character is covered in a noxious, acidic slime full of tiny, partially digested chunks of devil flesh. Such a character takes 4 points of acid damage per round until doused with water. Every individual within 30 feet of a character who has just been expelled must make a successful DC 15 Fortitude save or become nauseated for 2d4 rounds.

Recharge: Once the *worm of Minauros* has granted its special ability, it cannot do so again for a week.

Special Ability: Surviving the digestive system of the *worm of Minauros* permanently increases the character's highest ability score by 1. If two or more ability scores are tied for highest, the player chooses which one to increase.

Additionally, a bonus of 20% applies to any experience point awards garnered during the character's current sojourn in Baator.

Duration: The ability score increase lasts for 30 days, after which a nonlawful character can renew it for another 30 days by committing an act of obeisance, or a nonevil character can renew it for another 30 days by committing a corrupt act. Characters can continue to make renewals until they become fully evil or lawful. At that point, devils might well show up to engineer their deaths, so that their souls travel straight to Baator.

Aura: Overwhelming evocation.

Ability Value: 8,000 gp.

Layer 4: Phlegethos

Searching for the flames of Hell? Look no farther than the layer of Phlegethos, where the air ripples with heat distortion, the lakes and rivers run with bubbling molten lava, and jets of flame spout from a million fissures in the red-hot, crystalline earth.

The fire of Phlegethos appears not only intelligent, but spiteful, too. Since devils are inherently protected from burns, its hungry tongues must seek out the more vulnerable flesh of mortals and other planar travelers.

THE LORDS OF PHLEGETHOS

Phlegethos is controlled by its nominal ruler, the Lady Fierna, and her father Belial, the power behind the throne. Their sensual, lustful natures fuel diabolical gossip throughout the layers of Baator. Some say Fierna has replaced her late mother, Naome, as Belial's consort.

Whatever the details of their relationship, both father and daughter manifest as impressively sculpted physical specimens of humanlike aspect, though Belial's monstrous facial features mar his allure. Each has a pair of small horns sprouting from just under the hairline.

An ambitious schemer, Belial has kept a clawhold on his power despite numerous setbacks, including a failed invasion of Stygia. He was demoted from official to unofficial ruler of Phlegethos in the aftermath of a complicated power struggle referred to as the Reckoning. With Glasya's ascension to Archduchess of Malbolge, a layer Belial had hoped to conquer, the Reckoning has become ancient history, and the arrangement between Belial and his daughter now shows signs of strain.

Fierna has struck up a fast friendship with Glasya and spends much of her time in the latter's fortress in Malbolge. Belial's daughter has even taken to calling herself the Archduchess Fierna, in imitation of her new best friend.

When Fierna returns to Phlegethos, it is often to announce new initiatives to her father. At Glasya's urging, Fierna has begun to construct her own independent network of devils and cultists, though she has yet to interfere openly with her father's interests. Fierna claims that she merely seeks firsthand knowledge of her dominion's operations so that she could carry on should dear old daddy come to grief. But such words strike sweaty terror into the shrewd old conspirator's heart, because any ill fortune that does befall him is likely to be at her command.

Belial's attempts to keep tabs on his daughter's activities without provoking her into greater autonomy now occupy the bulk of his scheming time. He has even put his plans for a second strike at his rival Levistus on hold. Furthermore, Belial is prepared to reward and promote anyone who can provide him with intelligence on his daughter's ultimate intentions. Though he hasn't yet made any moves, he's considering a variety of actions against Glasya to make her a less appealing model for Fierna. However, any such gambits must be carefully planned, since an obvious strike at Glasya would not only inspire Fierna to even greater rebellion but would also be construed as a move against the archduchess's doting father, Asmodeus.

ROLEPLAYING FIERNA AND BELIAL

Fierna should come across as a slyly insinuating former "party girl" who is now finding her footing as a grownup conspirator. She still likes to toy with beings less powerful than herself, but she is no longer as quick to discard useful servants the moment they bore her. Fierna tries to disguise her besotted admiration for Glasya, but once she has started talking about her friend, she can't seem to stop.

Portray Belial as a once-confident schemer who is now secretly worried that he's losing his grip on power. He tries to appear glib and unflappable, but his speech and gestures speed up whenever his daughter's newfound independence becomes a topic of conversation.

DUKES OF PHLEGETHOS

Fierna is nominally served by several dukes, including the unique devils Balan, Bathym, and Gaziel, plus the pit fiend Gazra. Balan and Gaziel are still loyal to Belial, but Bathym and Zapan have cast their lot with Fierna. The loyalties of Chamo (Legate of Abriymoch) and his deputy Zaebos remain unknown.

RESIDENT DEVILS

Phlegethos is home to a wide array of devilkind, but barbed devils, horned devils, spinagons, and imps are especially common. Though they are immune to fire, ice devils find Phlegethos aesthetically displeasing, so they are rare here.

CAUTION: INTENSE HEAT

While outdoors in Phlegethos, characters are continually scorched by seeking tendrils of fire. Each character so exposed takes 1d6+1 points of fire damage per minute (no save).

Furthermore, fast movement attracts the attention of the layer's seemingly sentient fires. Additional tongues of flame scorch each running character, upping the fire damage to 1d6+1 points per round. In combat, the effect worsens, dealing 2d6+2 points of fire damage per round.

OTHER DENIZENS

Efreet and hell hounds reside here in profusion. Phlegethos is also the primary stomping ground for a small coterie of lawful evil mephits and fire elementals.

IMPORTANT LOCATIONS

Phlegethos's landmarks reflect its nature as the prototypical fiery layer of the Nine Hells. Thus, its structures are built to survive intense heat and the occasional redirected lava flow.

FIERNA'S PALACE

Fierna's palace dominates the landscape of Phlegethos for miles. A lithe, snaking tower of crystalline stone wreathed in blue flame juts sinuously into the shimmering air, rising from a ring of sputtering magma pools. Inside the tower, a burning staircase spirals down into the earth, leading to Fierna's pleasure domes. Each of these deep caverns is devoted to a separate vice. Grates in the floors allow easy access to the inhabitants of a warren of prison cells below. Whenever she grows bored, Fierna can take a long lance and jab downward at a captive paladin or unicorn.

A good percentage of these cells are reserved entirely for the growing ranks of Fierna's ex-lovers. Her current paramours can easily see the fates to which their predecessors have been consigned, but they rarely stop to consider that they're likely to meet the same end.

THE PIT OF FLAME

From a mile-wide lake of boiling filth, multiple columns of searing flame jet into the sky. Within these columns of flame, captive devils writhe inside iron balls suspended over the lake by gigantic cantilevered beams. Some of the devils inside these dangling cells appear to revel in the flames, rearing back in ecstasy as if the fire were cleansing and purifying them. Most, however, scream in piteous, jabbering agony.

The Pit of Flame is a place of punishment for baatezu that have disobeyed their superiors or failed in their missions—be they from Phlegethos or other layers. The other archdevils contribute to the maintenance of the cages and suspension equipment in return for this service. Even the most flame-resistant devil can still be hurt—if not actually damaged—by the Pit of Flame's unspeakably hot fires. The vast majority of devils regard the prospect of imprisonment here with stammering terror.

On the other hand, especially fierce and ambitious devils sometimes deliberately subject themselves to these flames, either as an act of showy penance for failure, or simply to prove their incredible toughness. Such voluntary penitents typically pay the cantilever operators to rescue them after a set period of time. The workers have been known to take bribes from mischievous onlookers to keep penitents ablaze for longer than the contracted period.

Nine horned devils led by a cantankerous cornugon named Zammasir guard the Pit of Flame. Their task is to prevent escapes and rescue attempts, and to manhandle especially powerful devils into their punishment cages. Scores of barbazu operate the cantilevers.

Any creature with immunity to fire that is exposed to a flame column is beset with convulsive agony and is unable to think or take any other action, except to attempt escape. By making a successful DC 35 Will save, a creature can focus on the sensation without crying out or betraying any outward sign of pain. Such a creature, after escaping or being released from the flames, gains a +4 bonus on Will saves for the following 9 days.

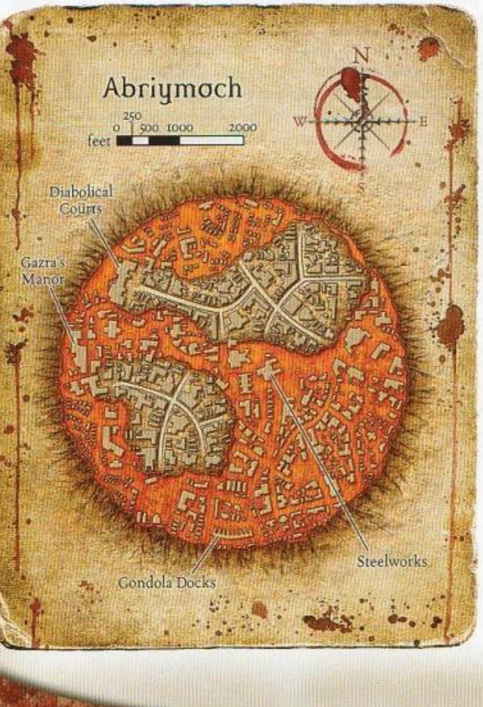
Any creature without immunity to fire takes 9d8+9 points of damage per round of exposure to the flames.

ABRIYMOCH

The streets of the city called Abriymoch run with molten lava. Constructed inside an active volcano, its structures are hewn from obsidian and other crystalline rock.

Abriymoch provides a home for Baator's most fearsome defenders, a patrol force led by the pit fiend Gazra. He and his minions, many of them bone devils, police Baator's four uppermost layers, searching for unauthorized intruders and checking the papers of both mortals and devils. Gazra ultimately answers to Belial, but he must also fulfill the policing demands of Bel, Dispater, and Mammon.

Abriymoch also houses the Diabolical Courts—a supposedly independent institution devoted to resolving disputes among devils. The courts focus primarily on contract cases between devils who do not share a chain of command, since the arguments of devils in the same hierarchy are generally settled by their bosses. An aggrieved party can also appeal to the courts about a contract that lays out the relationship between master and servant, though such cases are rarer. Finally, according to the ancient terms of the Pact Primeval, souls that feel they have been wrongly condemned by the terms of a Faustian pact can launch appeals before the courts. Presiding over the court system is Shamane, a corpulent paeliryon (see page 130) that is a stickler for detail. It is known for devouring advocates whose arguments seem frivolous.



Abriymoch is also a center of the weapons and armor trade in the Nine Hells. In fact, the ore used as the basis for Baatorian green steel (see page 99) is drawn from its magma. Chamo, the duke that currently holds the top "civilian" position in the city, is primarily responsible for keeping the economy of the city healthy.

Travel on foot is impossible through vast stretches of this infernal city. Instead, a traveler must pay for passage on one of many scorched and dented gondolas forged of Baatorian green steel. Barbazu ferry pilots then pole their way to the client's destination while burning magma splashes and sprays into the boat.

MAGICAL LOCATION: THE SHRIVER

A shriver is a sophisticated torture device constructed of Baatorian green steel and animated by magic. Shrivers are found in soul-processing chambers throughout the topmost eight layers of Baator, and all of these devices are manufactured in Abriymoch, near its steelworks.

The primary use of a shriver is to render souls into soul material and proto-lemures. However, mortals who are clever enough to find their way into one, and gifted with the astounding endurance to survive the flesh-rending punishments it can dish out, can treat it as a magical location.

Lore: Characters with ranks in Knowledge (the planes) can research the *shriver* to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 15: A *shriver* is one of the many notorious automated torture devices found throughout Baator. It's designed to rip apart the souls of the damned, but a mortal who gets into it can sometimes gain useful supernatural powers.

DC 20: You have to be able to soak up an incredible amount of punishment to survive a *shriver.* It literally rips the flesh from your bones, so be sure to have potent healing magic on hand after you crawl, weeping and bleeding, from its awful embrace.

DC 25: It's not good enough just to survive the fearsome assault of a *shriver*—you have to do so without crying out.

Description: A *shriver* consists of a bedlike frame bristling with hundreds of automated blades, pokers, saws, and claw-like devices. A system of belts and wires holds the victim horizontally suspended in the frame.

Prerequisite: Though outsiders and soul shells can be tortured with a *shriver,* only living humanoids or monstrous humanoids can gain abilities from the ordeal.

Location Activation: As soon as a character has been properly strapped in, the device begins slicing, rending, and chopping at his flesh. A *shriver* adjusts itself to each victim, varying its routine of torment from one session to the next. For each round it spends in the machine, a creature takes 2d20 points of damage and must attempt two DC 15 saving throws (Fortitude or Will, whichever has the lower save bonus). If both saves are successful, the creature remains silent and awake and gains one ability (see below). In each subsequent round, the save DC increases by 1 for every 5 points of damage dealt by the machine in the previous round. Failing a Fortitude save means the victim loses consciousness; failing a Will save means it cries out in pain. Either way, no ability is gained in that round or any round thereafter.

When torturing a living creature, a *shriver* continues until the victim either dies or escapes. Making an escape requires four successful Escape Artist checks—one for the hands (which are manacled behind the head), one for each ankle (bound separately to the frame), and one for the collar holding the neck in place. Each check requires a full-round action. These checks can be made either by the victim or by others working to free him. However, escaping while being tortured is difficult—the victim must succeed on a DC 20 Concentration check to even be able to attempt an Escape Artist check. Companions need not make Concentration checks prior to their Escape Artist checks, but they risk being hit by the machine's flailing blades. Whether a companion's check succeeds or fails, the creature takes 1d20 points of damage if the check result is an odd number.

Recharge: A *shriver* can take on a new mortal subject as soon as a fresh victim can be strapped into it. It can gift any number of surviving subjects with special abilities.

Special Ability: Any character who survives a *shriver* gains one special ability per round of torture he suffers in silent awareness. The abilities are presented in order, so a character who lasted 3 rounds receives the first three abilities, one who withstood the torture for 5 rounds receives the first five abilities, and so on.

1. You cannot be shaken.
2. You can't be frightened or nauseated.
3. You can't be panicked or sickened. You gain a +2 bonus on Fortitude saves.
4. You never become *confused* or fatigued. You gain regeneration 1 as an extraordinary ability. Good and chaotic weapons deal normal damage to you. If you lose a limb or body part, the lost portion regrows in 180 minutes. You can reattach the severed member instantly by holding it to the stump.
5. You never become exhausted. You gain a +2 bonus on Will saves.
6. When disabled, you can make either a full-round action each round, or a move action and a standard action. Your regeneration increases to 2; lost body parts regrow in 90 minutes.
7. Once per day, as a free action, you can gain the benefit of *barkskin* as a spell-like ability (caster level 5th). Your regeneration increases to 3; lost body parts regrow in 45 minutes.
8. Your regeneration increases to 5; lost body parts regrow in 15 minutes.
9. Whenever a *cure* spell is cast within 100 feet of you and the caster attempts a Concentration check to cast the spell, you can attempt a Concentration check of your own as an immediate action. If your check result is higher, you can divert any or all of the healing from the *cure* spell to yourself. You gain these points at the expense of the intended recipient. You can't divert more hit points than you can use.

Duration: After 99 days, these abilities fade unless renewed. Characters of alignments other than lawful evil can renew them by committing a number of points worth of corrupt or obeisant acts (see page 30) equal to the number of rounds of torture successfully endured in the *shriver*. A lawful evil

Illus. by A. Stokes

Phlegethos

character can renew them if he has induced a character of another alignment to commit corrupt or obeisant acts with a point value at least equal to the number of rounds of torture endured in the *shriver.* Renewals can be made for additional 99-day periods in the same manner.

Aura: Overwhelming necromancy and evil.

Ability Value: 30,000 gp.

PHLEGETHOS ENCOUNTERS

The first and third encounters detailed in this section take place in the city of Abriymoch; the second can occur anywhere.

THE GONDOLIER

Obscured by lines of rippling heat, a hunched, spiny creature propels a boat across the volcanic canal separating two rows of buildings. The vessel is made of scorched steel and is maneuvered by sticking a long, metallic pole into the swirling magma. Remarkably, neither the boat nor the pole seems affected by the staggering heat. The craft draws closer. "Somewhere I can take you?" the creature hisses. A closer inspection reveals that it is missing a foot.

Shmetled is one of hundreds of spined devil boat pilots that ply the volcanic canals of Abriymoch. It was shunted off to this menial duty in the city of Baatorian green steel after being maimed in the Blood War.

Knowing that gondoliers never get promoted, Shmetled has come to hate its lot in life, as well as the superiors who never bothered to heal it when it was hurt.

The archetypal chatty cabbie, Shmetled alternates between pumping its clients for information about their affairs and complaining about the increasingly shoddy conditions in Abriymoch. The devil is well versed in the latest Phlegethos gossip, and it grouses that the layer has gone steadily downhill since Fierna took a direct hand in its governance. "Gazra is past his prime—a weakling," he mentions. "And Belial... let's not even get started on Belial!"

Shmetled's motivation is to ingratiate itself with the PCs so that it can soak them for an ongoing series of overpriced fares. (The going rate is 1 silver piece per 1,000 feet of travel, but it tries to double that.) Only if they take its complaining for active rebellion and let it in on their subversive secrets does it go for the big score and turn them in to the authorities. In return, Shmetled hopes that its superiors will finally heal its foot and send it back to the front lines, where it will have a chance of distinguishing itself and earning promotion.

If anyone mocks Shmetled or tries to cheat it, the devil turns murderous. A successful DC 20 Spot check made while examining the boat reveals a seam running down the length of its interior, and a small lever near Shmetled's perch. By flicking the lever, Shmetled can open a hole in the boat, dropping its passengers into the magma below. A character who makes a successful DC 25 Reflex save can hold onto the boat's opened hull and take only 2d6 points of fire damage per round from partial exposure to lava. Anyone who fails is fully immersed and takes 20d6 points of fire damage. Remember that even characters with immunity to fire risk ordinary drowning when fully immersed in molten rock.

Shmetled also uses the lever on any characters stupid enough to attack it while it steers them across a river of lava.

THE FRIGHTENED JAILER

This encounter begins with an attempted ambush, which can be spoiled by a successful Spot check opposed by the creature's untrained Hide check. Read or paraphrase the appropriate information below, depending upon the Spot check result.

Successful Spot Check:

A red-skinned creature resembling a gargoyle brought to life hides ineptly behind a pile of smoldering skulls just up ahead. It watches intently, its muscles taut and ready to spring.

Unsuccessful Spot Check:

A big, red form hurtles from behind a smoldering pile of skulls. All teeth and rattling wings, it lashes its stingerlike tail with deadly force.

Gosis the red abishai (page 110) is one terrified devil. It was transporting a paladin named Wesley de Montfroy to Fierna's Palace for interrogation when he escaped its clutches. The abishai gave chase, only to find de Montfroy's broken body sizzling at the bottom of a magma-filled chasm. Gosis isn't exactly sure why the paladin was important, but it does know it was supposed to deliver him personally to Fierna's chief steward. When its failure is discovered, Gosis will be demoted to a contemptible lower form of abishai.

Now Gosis has only one chance to save itself. It plans to capture someone who vaguely resembles the conveniently average-looking de Montfroy and pass off its counterfeit prisoner as the real article.

When the abishai sees the PCs, it chooses one of them as its substitute. It tries to hide behind a mound of skulls and attack with surprise, targeting its designated substitute with *charm person.* If it works, Gosis uses telepathy to send the following message to the charmed adventurer: "I'll rescue you from these disguised enemies!" With or without the charm, it tries to grab its prey and then fly off with him. Since Gosis views demotion as a fate worse than death, it desperately fights any attempt to separate it from its chosen victim.

HAMATULA PATROLLER

A lithe, green-black creature bristling with horny spines leaps out from behind a wandering cloud of fire. Its red pinprick eyes glow with affront and malice.

Zathraxa is one of many hamatulas (*MM* 51) stationed in Abriymoch. Automatically assuming that adventurers are present here for no good purpose, it is inclined to attack first and conduct interrogations later. If the PCs produce letters of safe passage, it examines them, then demands that the characters accompany it to a higher authority that can authenticate the documents. If the PCs resist or refuse, Zathraxa wastes no time before attacking.

Layer 5: Stygia

Stygia consists of a dark and frozen sea covered with ice floes. Titanic icebergs jockey for position, casting long shadows across a frosty landscape of eternal twilight.

Like a black serpent, the River Styx winds its way through Stygia's salty waters but maintains its own integrity, meandering across Stygia as it would a flattened land mass. Where it touches open ocean, its oily, putrescent waters are clearly distinguishable from the surrounding sea. The largest of the ice floes support entire cities, and the Styx cuts through these as well. Thus, the river provides comparatively easy navigation for travelers, though it can steal the identities of any who are accidentally submerged in it. (See River Styx, page 39.)

THE LORD OF STYGIA

Reviled and mocked by his fellow archdukes, Levistus rules his frozen layer from a condition of humiliating imprisonment. Millennia ago, Asmodeus encased him inside the layer's biggest glacier for a crime so heinous that this harsh punishment seemed almost a gesture of mercy. In fact, Levistus had attempted to ravish Bensozia, the consort of Asmodeus. She would not submit to the frozen prince, so he slew her.

Levistus, conscious but unable to act, wasted away inside his glacial prison for eons. Recently, however, Asmodeus made an inexplicable gesture toward his lover's murderer. He displaced Geryon, the formerly loyal ruler of Stygia, and handed the reins of power over to Levistus. This authority was not accompanied by freedom, however; Asmodeus simply left Levistus in his glacier, where he remains to this day.

Though Levistus was certain that a trap of some kind awaited him, he had spent centuries contemplating what he would do if restored to a position of influence. Communicating with Stygia's devils through his amnizu courtiers, whom he can contact telepathically, he commands an unceasing torrent of intrigues against his peers. His hostility toward his fellows, and Asmodeus's indifference to that behavior, has puzzled observers of baatezu politics for some time.

With Glasya's elevation to rulership of Malbolge, a theory has arisen to explain Asmodeus's maneuvering. Geryon's energy was never transferred to Levistus. Instead, it was used to promote Glasya, whose personal might has ballooned since her elevation. In the meantime, Asmodeus has tolerated Levistus's arrogance and blatant troublemaking because it distracted the other archdukes from his plans for Glasya and Malbolge.

Levistus has reluctantly come to accept this theory, though he doesn't much like its implications. The frozen prince hates to think that all his exquisitely hatched schemes served only to divert attention from a bigger, cleverer ploy by his ancient enemy. Worse yet, he might have to temper his blatant provocations now that he's no longer serving Asmodeus's higher purpose.

Still, the temptation to betray is central to Levistus's nature. He knows he should behave himself, but he has nevertheless accelerated his plans to upend the power structure of the Nine Hells.

No longer will the frozen prince think small—he now intends to go after the source of his torment. His current plan is to subvert Asmodeus's court by suborning his most trusted advisors. He is even toying with the idea of making overtures to Glasya. Even though he failed to turn her mother against Asmodeus, the daughter has always been the rebellious type.

DUKES OF STYGIA

In the wake of Geryon's humiliation, the dukes of Stygia were forced to battle for influence, just like any other devils. Some, such as Cozbi (Geryon's consort), Gorson (Geryon's bailiff), and the pit fiend Fecor, were destroyed. Others, such as Amon (a powerful general), and Herodias (Geryon's magistrate), were driven into exile. A few, including Agares and Machalas, found new positions as commanders in service to Levistus.

RESIDENT DEVILS

Amnizus rule the roost in Stygia as Levistus's most trusted chancellors and toadies. These creatures behave arrogantly toward all other devils because they believe their master when he tells them that Baator's laws do not apply to them.

Stygia is the second favorite layer of Baator's ice devils. Erinyes and spinagons are also common here, but pit fiends give its frozen expanses a wide berth.

OTHER DENIZENS

An ecology of frost-themed fiendish creatures thrives in the Stygian wilderness. Frost worms and remorhazes compete for prey with dire wolves and polar bears. Other residents include liches and mummies, which venture forth occasionally from Set's realm of Ankhwugaht to engage in trade with Levistus's devils.

IMPORTANT LOCATIONS

Icy conditions and Levistus's bitter, backstabbing bloodlust provide common themes for Stygia's iconic locations.

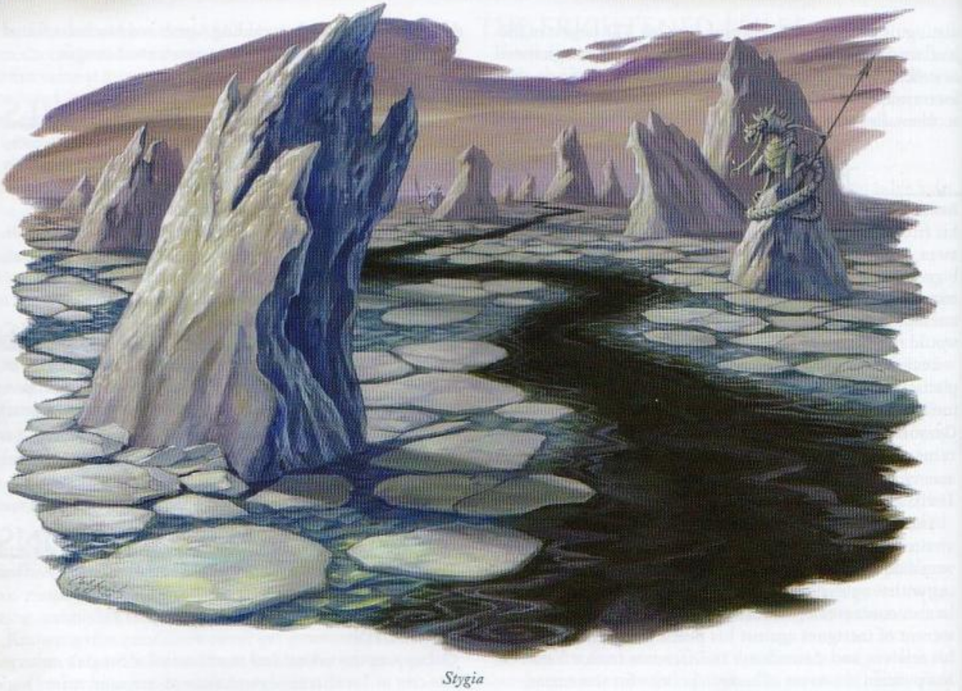
TANTLIN

Occupying the vastest and most central of Stygia's icebergs, the city of Tantlin sends translucent, serrated spires high into the twilight sky. Every wall, structure, and cobblestone in Tantlin is either carved directly from ice or molded from water poured into shaped containers, then frozen.

Upon Levistus's ascension to power, Tantlin fell into an anarchy so encompassing that his rival archdukes questioned his lawful credentials. Geryon's former servitors were encouraged to prove themselves by battling for supremacy here under the watchful eye of an indiscriminately violent pit fiend who functioned as mad ruler and random executioner in Tantlin. But before outside complaints reached a crescendo, Levistus reinstated his authority, rewarding the survivors with positions and promotions. Meanwhile, his amnizu factotums worked a ritual spell that froze the pit fiend where she stood. She was then promptly shattered into a million shards.

Pieces of the city's former ruler are now highly coveted collectibles in Stygia. Each shard, when worn around the neck as a pendant, functions as either an *amulet of natural armor* or an *amulet of mighty fists*. The strength of a particular amulet depends on its size, with the largest ones providing a +5 bonus and the smallest ones a +1 bonus. If one of these amulets is exposed to above-freezing temperatures for more than 1 minute, it thaws into a gobbet of rotting devil flesh and immediately loses its efficacy as a magic item.

Tantlin's social structure has refrozen into a strict hierarchy. The neighborhood in which a given baatezu lives depends on its influence in the power structure. Lesser devils are summarily slain for even setting foot in an exclusive quadrant. The city is arranged in concentric rings, with the most powerful devils occupying the center of the city. Extraplanar creatures are exiled to the fringes, with the lowliest of lemures and bitterest of nupperibos. This structure enables adventurers and



Illus. by C. Frank

Stygia

other raiders to plow safely through Tantlin's outer boroughs and stop when they begin to encounter enemies too tough for them to handle.

The most important industry in the new city of Tantlin is paperwork. Diabolical scribes copy documents, contracts, books, and magic scrolls around the clock. Tantlin's scriveners take on assignments from all nine layers of Baator. Adventurers bursting into a calligraphy workshop might find useful intelligence—if they're willing to sift through hundreds of boring reports to locate a single stray nugget of genuine informational value.

THE TOMB OF LEVISTUS

Bobbing slightly in the water, the iceberg prison of Archduke Levistus circulates uneasily through Stygia. Occasionally it floats into the Styx and out again, and it can become lodged for years at a time between bigger icebergs on the layer's borderlands.

Levistus periodically attempts engineering schemes designed to control the travels of his tomb. Recently, he tried to outfit it with a system of sails and rudders, but the effort was unsuccessful. Some say the soft laughter of Asmodeus can be heard whenever the currents sweep Levistus's home in another unwanted direction.

Levistus's dark frame can be seen through the iceberg's exceptionally clear blue ice from any angle. His posture of frustrated entrapment bespeaks his complete lack of maneuvering room inside his icy tomb.

On ice floe rafts, a gelugon guard detail keeps impertinent visitors at bay. A regiment of airborne erinyes prevents flying creatures from befouling Levistus's home.

A CASE OF THE CHILLS

Devils' resistance to cold allows them to treat Tantlin, or any of the layer's other icebound cities, as a normal, comfortable environment. Adventurers aren't so lucky. The effects of severe exposure (*DMG* 302) set in on Stygia after 1 hour.

DUELIST'S CHASM

Diabolical law specifies the circumstances under which devils can legally attack one another. Specifically, a superior can always punish a direct inferior by any means, physical force included. In addition, devils can do any kind of violence to other devils whose rank they exceed by at least nine stations. Any other assault is illegal. Even two devils that wish to enter into battle with one another cannot normally do so. By risking useless injury that might prevent them from performing their duties, they would be engaging in a property crime against their masters.

However, by filing the proper paperwork, devils that want to fight out their differences can gain a License of Lawful Combat that entitles them to do battle in front of a paying audience at Duelist's Chasm. This jagged fissure in the vast iceberg called Ghiskidin has been carved out to house a circular dueling ground. Incised into each side of the fissure is a series of boxes that provide seating for the audience. Frayed rope ladders provide access for nonflying spectators. Barbazu gambling masters clamber from box to box, taking bets and shouting revised odds up to their amnizu bosses perched on the chasm's lip.

A permanent red slush, made from the semifrozen gore of previous combatants, covers the surface of the dueling ground, imposing a –2 penalty to each combatant's Armor Class.

An application for a License of Lawful Combat takes four to six weeks to process once it has been delivered to the master of Duelist's Chasm. The present holder of that office is a sulky amnizu named Galgub. Anxious to secure transfer to a warmer layer, it routinely refuses requests that it thinks might displease its favorite archdukes, Belial and Mephistopheles.

Devils need no legal permission to enter into combat with nondevils, but any devil can offer to meet such an opponent at Duelist's Chasm. Baatezu can engage in such duels to increase their fame, show off for an audience, or profit from betting proceeds.

HALL OF THE VANQUISHED

Cultists of Levistus use the *bind to Hell* spell (see the sidebar) to permanently divert the souls (or, in the case of outsider foes, the bodies) of those they slay to Baator. The souls of their mightiest victims are stored here, in the Hall of the

their mightiest victims are stored here, in the Hall of the

Vanquished—a combination museum and training ground carved deep into the Stygian ice.

The hall consists of a series of interconnected display rooms. Icy avatars of famous heroes, archons, demons, chaos beasts, and other typical baatezu opponents stand dramatically posed on pedestals. An information plaque, carved in unquenchable fire on slabs of ice, describes each creature's capabilities or recalls its legendary deeds. This information focuses on practical advice useful in combating similar entities.

Devils and visiting cultists can apply to museum authorities to have specimens temporarily thawed for test combats in one of the hall's four training chambers. Letters from the layer's diabolical notables ensure approval.

The vanquished are released from their frozen state by the utterance of a trigger word, as devised by the caster of the original *bind to Hell* spell that brought them here. Museum staffers do not learn the trigger words for new arrivals until they are contacted by the swashbuckler-priests responsible for each soul's demise. However, as fanatical upholders of law, Levistus's worshipers rarely delay the necessary paperwork for long.

The files containing the trigger words for all the frozen souls are located in the Records Storage room. The door is locked and trapped.

Ice Door: 6 inches thick, hardness 5, hp 30, Open Lock DC 30.

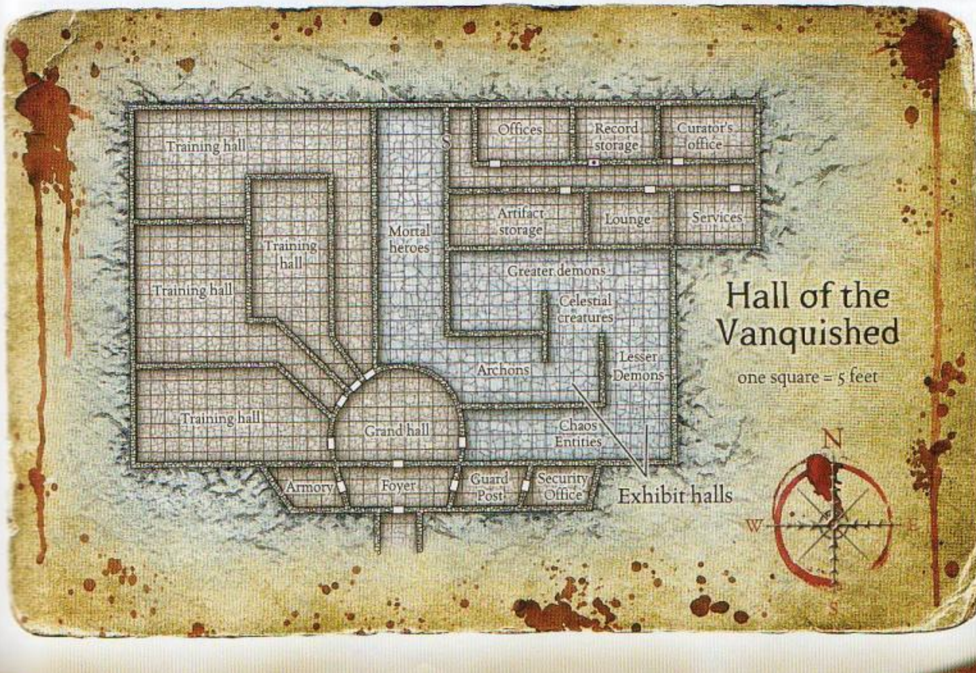
Cone of Cold Trap: CR 10, magical, touch trigger (door handle), automatic reset, no attack roll required, spell effect (*cone of cold*, 15th-level wizard, 15d6 damage, Reflex DC 30 half); Search DC 35, Disable Device DC 35.

The hall's guards, overseen by an implacable ice devil named Zaguror, stand careful watch against intruders. Friends of

Zaguror, stand careful watch against intruders. Friends of

newly captured mortals occasionally stage raids against the museum to rescue the souls of their comrades, and they are sometimes successful.

Mortal souls taken outside the museum dissipate, returning immediately to their proper afterlives. Soul forms of extraplanar creatures, however, remain intact and must be physically transported to their home planes. For obvious reasons, it's easier to move an ambulatory soul form to its home plane than lug around a frozen specimen. The bodies of outsiders need only



be freed from the ice to flee to their home planes (assuming they have the ability to travel between planes).

If transported to their rightful afterlives, such souls can then be *raised* or *resurrected*. If killed inside the museum, these diverted souls merely return to their pedestals with new expressions of frustration and torment etched onto their frozen features.

MAGICAL LOCATION: PILLAR OF GERYON

Jammed into the slow-moving glacier known as Elgarz, the *pillar of Geryon* grinds its way slowly around Stygia, though it never comes within 1,000 miles of Levistus's Tomb.

Lore: Characters with ranks in Knowledge (the planes) can research the *pillar of Geryon* to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 15: This forgotten monument to Stygia's former ruler provides special abilities to anyone brave enough to place her left hand in Geryon's right.

DC 20: The pillar grants powers against chaos, and legend has it that even greater powers await those willing to give their heads to Geryon.

DC 25: No one who has given her head to Geryon has ever gotten it back.

Description: The *pillar of Geryon* is a crude, humanoid-shaped block of granite measuring about 9 feet high, 4 feet across at its widest point, and 2 feet thick. Carved into its surface, in a simple manner reminiscent of a cave painting, is a full-body outline of Geryon, the deposed archdevil who once ruled this layer. The rock bears deep depressions where the figure's right hand and head should be. Eroded steps jut out from the base of the pillar, allowing Medium and Large creatures to draw close enough to the figure to access the two depressions.

Prerequisite: None, but a character must be able to withstand the damage dealt when she first loses her hand.

Location Activation: To gain the benefits granted by the *pillar of Geryon*, a character must place her left hand in the depression at the end of Geryon's right arm. As soon as she does so, she suffers sharp and excruciating pain as the pillar severs her wrist, dealing 3d10+10 points of damage. The hand vanishes, as if disintegrated, and is not retrievable by any means.

Assuming that the character survives this damage, her hand begins to regenerate at a rate of 2 hit points per round, until all the damage dealt by the pillar has been restored. Gnarled, rubbery, and olive-green in color, the new hand is slightly larger than the original and covered with pulsing scar tissue. It throbs incessantly and tends to curl up into a ball when the owner's attention wanders. Otherwise, it is as functional as the appendage it replaces.

Any character foolish enough to place her head in the depression above Geryon's shoulders is immediately decapitated, dying instantly unless decapitation would not normally slay her. No new head regrows.

Recharge: Once the *pillar of Geryon* has produced a new hand, it cannot do so again for a month.

Special Ability: The new hand emits an aura of overwhelming evil and counts as a magic and evil-aligned weapon. Every unarmed attack made with it gains an enhancement bonus of +3 (+6 against good or chaotic outsiders) and deals 1d10 points of damage. If the character is a monk, the damage equals the monk's standard unarmed damage plus an extra 1d4 points of damage.

Penetrating Punch (Ex): Blows made with the new hand gradually find weaknesses in the enemy's armor. Once per round, a character can make an unarmed strike as a touch attack rather than a normal strike.

Duration: These abilities last for 99 days, after which a nonlawful character can renew them for another 30 days by committing an act of obeisance, or a nonevil character can renew them for another 30 days by committing a corrupt act. Characters can continue to make renewals until they become fully evil or lawful. A character who does not renew the ability retains her new hand, but the extremity loses its special powers.

Aura: Overwhelming transmutation.

Ability Value: 36,000 gp.

NEW SPELL: BIND TO HELL

The grim swashbuckler-priests of Levistus send their opponents to Baator with the aid of this spell.

Bind to Hell

Conjuration (Teleportation) [Evil]
Level: Cleric 5
Components: V, S
Casting Time: 1 hour
Range: Touch
Target: One weapon
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

The targeted weapon shudders and momentarily emits a moaning chorus, like that of damned souls.

This spell places an infernal blessing on the touched weapon for the specified duration. Upon casting the spell, you must name or describe a specific creature. If that creature is subsequently reduced to –10 or fewer hit points by a blow from the target weapon before the spell's duration expires, its soul is whisked immediately to the Hall of the Vanquished in Stygia, where it remains forever, or until rescued. A weapon can gain the effect of only one *bind to Hell* spell at a time.

The soul manifests as a frozen version of its mortal self. With the utterance of a trigger word chosen by you upon casting, it can be temporarily imbued with motion and the use of its faculties. A subsequent utterance of the trigger word freezes the soul again.

While the soul is in the Hall of the Vanquished, life-restoring spells and effects, such as *raise dead*, *reincarnation*, and *resurrection*, cannot be used to revive the creature. If the soul form of a nonoutsider is removed from the hall, it transmigrates immediately to its proper afterlife, after which life-restoring effects again become possible.

Special: Only divine casters who worship Levistus can cast this spell. It has no effect for any other caster.

DIVINE REALMS

Stygia is home to the realms of a pair of deities that have practically nothing in common aside from their alignment, and the fact that they fuind this environment hospitable.

ANKHWUGAHT, THE REALM OF SET

Upon arrival in the afterlife, the loyal worshipers of the death deity Set are judged by his lichlike chancellors. Those found wanting (the vast majority) are transmuted into dull-eyed slaves with a tormented, mummified aspect and set to work toiling for their deity.

Most spend eternity constructing, altering, and polishing Set's vast complex of palaces and monuments, but the most ambitiously sinister might eventually win promotion into Set's host of jackal-headed warriors. (To represent the souls of this elite caste, use the game statistics for fiendish gnolls, but make them lawful evil.) Elite slaves instead become skilled craftsmen, artisans, and functionaries. Set sometimes binds groups of his slaves to the service of high-ranking devils in exchange for favors, goods, or magic.

Ankhwugaht sits on an expanse of earth that has been scoured of all fertile soil by eons of glaciation. No ground can be seen, however, because obelisks and pyramids occupy every inch of the surface. Beneath and inside these structures lies a series of catacombs and passageways that are likewise crowded with statues and sarcophagi. All are carved with hieroglyphics and emblems celebrating the ultimate mastery of death over life—and Set over all other deities.

Living mortals entering Ankhwugaht must somehow disguise the telltale taste of vitality on their breaths or be immediately swarmed by Set's horde of mummies, liches, and fiendish jackal-headed warriors.

SHEYRUUSHK, THE REALM OF SEKOLAH

Miles beneath the Stygian ice lies the frigid, aquatic realm of Sekolah, the gigantic white shark deity of the sahuagin. Sekolah glides silently and languidly through the bright blue waters of Sheyruushk, attended by his fiendish sahuagin minions. These creatures swim eternally around him, nervously maintaining their positions in a series of complex geometric patterns that change according to a strict choreography. Any sahuagin moving so much as a flippered limb out of place is swiftly snapped up and devoured by its deity.

The sahuagin and their deity engage in little commerce with the rest of Baator. Those brave enough to visit Sheyruushk must enter by teleportation because no physical route connects it with the surface.

STYGIA ENCOUNTERS

Each of the following encounters takes place in the frigid desolation of Stygia's icy landscape.

WAILS OF THE FORSAKEN

An ice floe bearing two green-skinned devils bobs along on the putrid waters of the Styx. Though their eyes and mouths are sewn shut, chilling wails emanate from their throats while they flail mindlessly at one another with corroded glaives. Between them lies a faintly glowing sword.

These two pathetic nupperibos (page 127) were part of a large army being readied for mass teleport to Avernus, where it was scheduled to join an invasion force bound for the Abyss. But these two, along with hundreds of their fellow forsaken devils, happened to stand too close to the edge of a collapsing glacier. Most of their fellows drowned in the Styx, but this pair was carried along with the current on this newly created ice floe. Each thinks the other is an enemy but has so far been too ineffectual to land any meaningful blows.

The sword between them is a *+1 chaotic outsider bane longsword* that belonged to a commander who was crushed by collapsing ice. The nupperibos, being blind, are unaware of its existence.

In this encounter, the memory-stealing waters of the Styx might prove a greater hazard to the party than the tormented nupperibos.

THE SLEDGE

A green, potbellied, somewhat comical-looking being with large, awkwardly folded wings struggles to drag a massive sledge over a vast expanse of glacier. A leather tarpaulin covers the rectangular object that occupies most of the sledge. Strapped over it are the frost-encrusted corpses of several devils. The stocky creature puffs along, evidently determined to keep the sledge moving even though it is nearly too heavy for it to handle alone.

Kisruk the amnizu (page 112) was charged with transporting important bureaucratic records from Tantlin to a storage depot not far from the Hall of the Vanquished. The devil was accompanied by a standard barbed devil guard unit, though it expected little trouble on such a routine mission, but its party was inexplicably ambushed by a trio of pleasure devils (page 134). Miraculously, Kisruk emerged as the sole survivor of the engagement—even the fiendish oxen that had pulled the sledge were destroyed.

Kisruk left its slain bodyguard behind but strapped the attacking devils to the cabinet containing the documents. After dropping the records where they belong, the amnizu intends to trudge back to Tantlin and turn over the corpses so that they and their perfidious masters can be identified.

Kisruk suspects that the attackers were minions of Mephistopheles, but in fact they were sent by Asmodeus as part of a program to keep the archdukes of Stygia and Cania fearful and at each other's throats. The pleasure devils belonged to Mephistopheles's organization but had been suborned by the ruler of Hell.

Hardly accustomed to the life of a pack animal, Kisruk is exhausted. However, in its plodding, bureaucratic way, the amnizu is determined to complete the task. If wandering travelers volunteer to aid it, Kisruk readily accepts their offer, freely answering any questions they pose about its mission. If they ask for compensation, it starts out by offering them political favors, such as letters of safe passage, but it is so weary and desperate that it's even willing to dip into its own personal treasure cache if a cash payment seems necessary. As long as the PCs don't present themselves as obvious foes of devilkind, Kisruk is happy to take whatever help it can get. Once back in Tantlin, it makes good on its end of the bargain.

The cabinet is made of Baatorian green steel (see page 99) and incised with an image of Levistus as a free warrior atop a krakenlike mount. It is locked, but Kisruk has a key hidden in its loincloth. Although the devil's story might lead the PCs to think that the records contain valuable information, they are in fact just routine listings of demotions, promotions, and expenditures.

THE SCULPTOR

A 12-foot-tall insectoid being, as blue and white as the ice itself, is visible from miles away across a flat expanse of iceberg. It seems to be constructing a peculiar monolith from some frozen, pink-red globes. "Approach, mortals, and behold my work," the creature says in a grand tone.

When not traveling to various Material Plane worlds to engage foolish mortals in Faustian pacts, Harchura the ice devil (*MM* 56) achieves inner calm through its artistic endeavors. Here, on a blasted and desolate patch of Stygian ice, the devil eternally builds, alters, and rebuilds a teetering, multiarmed obelisk from frozen blocks. Up close, these blocks are identifiable as the icy heads of dozens of dead humanoids. Whenever Harchura claims a soul, it also takes its victim's head, which it spirits back to Baator. This sculpture, which serves as a physical reminder of the devil's accomplishments, is its greatest pride and joy.

Harchura anxiously urges any visitor, devil or mortal, to comment on the masterpiece. The ice devil is interested only in sincere critiques that include suggestions on ways to improve its sculpture—that is, to make it still grander and more terrifying. Thus, it brushes aside noncommittal answers and politely thanks those who provide useful artistic comments, as long as they're phrased in a constructive manner. If rudely criticized, the ice devil flies into an immediate killing rage. Kinder critics fare only slightly better—Harchura lets them choose whether to be killed by its spear or its claws.

Layer 6: Malbolge

Until recently, Malbolge was the hardest layer of Baator to traverse—a never-ending slope bouncing with eternally rolling boulders. Since its recent change in management, it has been transformed to the point of unrecognizability.

Less than a year ago, Malbolge was the only layer of the Nine Hells not ruled by a devil. Instead, it was governed by Malagarde, the Hag Countess—a powerful night hag chosen as ruler by Asmodeus himself. The appointment of such a creature to rule over devils occasioned much quiet grumbling from many diabolical entities who considered themselves infinitely more suited to the post. Why would Asmodeus name a nondevil to rule in Baator? The answer, as it turned out, lay in his volatile relationship with his insolent and mischievous daughter, Glasya.

One morning, the Hag Countess had just dodged an oncoming boulder and eviscerated a squirming lemure that had displeased her when she was wracked by terrible spasms. She collapsed to the eternal slope, shrieking in agony, and for a moment it looked as if the Lord of the Sixth would simply roll off the layer and into the devouring void just past its edge. Then the land, too, began to convulse with earthquakes, and the tunnels beneath its surface turned themselves inside out. The Hag Countess's most loyal lieutenants were crushed by falling rock or swallowed up by the hungry earth. Then the infertile soil of Malbolge seized the countess herself by the wrists and ankles and held her fast while she underwent a transformation even more shattering than the one destroying her land.

The Hag Countess began to swell. First she grew as large as a giant, then as big as a titan. Shuddering and howling, she kept on growing, but not all of her grew at the same pace. Her skull ballooned in size, and her bones distended, bent, and finally popped out of her torn flesh. After exploding concussively from her chest, her ribs became a weird, arching pair of mountain ranges that encircled the layer like a looming cage. Meanwhile, her head bones continued to mushroom until they reached the size of a vast fortress.

Clearly, some force was using the Hag Countess's own body as the foundation for a new, utterly different kind of terrain. When the slope of Malbolge buckled, shifted, and found a new level, the Hag Countess's innards were buried beneath it, forming a twisting maze of subterranean passageways. Her organs burst to the surface as lakes of bile and viscera, and her fingers became white towers. Each strand of her coarse gray hair converted itself into a greasy, hellish tree, and her teeth sank into the earth, later to be mined as an inexhaustible source of ivory.

Through it all, the Hag Countess screamed and screamed. Even after her death should have been a certainty, her tortured cries kept echoing throughout Malbolge.

When the convulsions of the land began to wane and the Hag Countess's cries at last faded away, the layer's surviving inhabitants began to claw their way free of their earthen tombs and climb precariously from the layer's newly grown mountains. As they blinked in surprise at the new landscape, a golden litter floated up from the layers below. Winged devils held it aloft on straining shoulders, and snake-headed imps capered on its canopy. Lounging on silken pillows was the new ruler of Malbolge—Glasya, the cruel, beautiful daughter of Asmodeus.

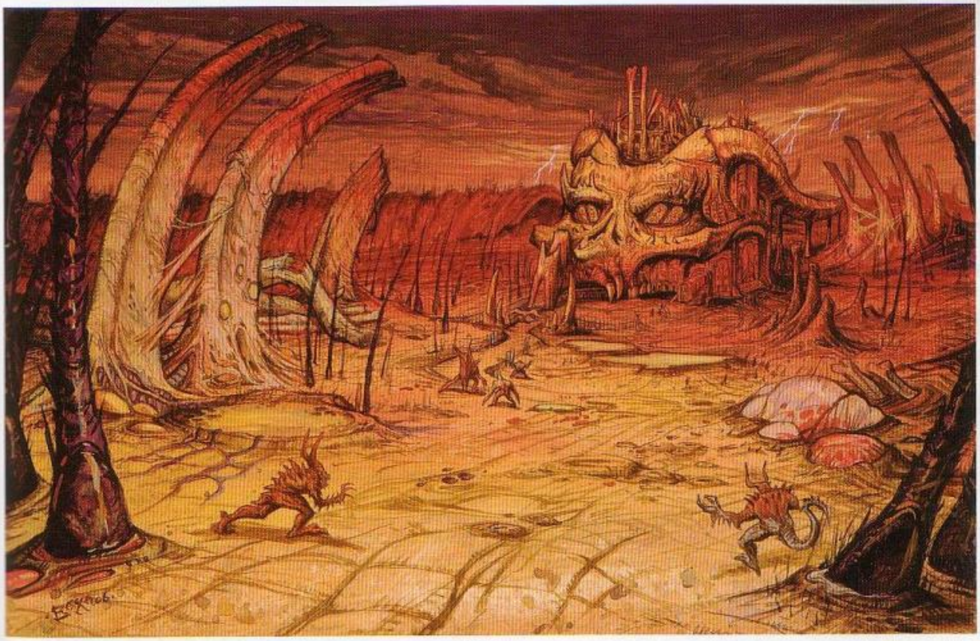
When the Hag Countess's chancellor, a paeliryon named Axacrusis, dared to challenge the newcomer's presence, Glasya sashayed insouciantly from her litter and unfurled the letter of authority from her father investing her as Archduchess of

FOOD FOR MALBOLGE

Dying characters in Malbolge risk being absorbed into the layer as fodder for its corrupt growth. Any character with a negative hit point total who is in contact with any physical element of the layer—including its ground as well as its vegetation, buildings, or waters—might be affected. Those elements form grasping tendrils that seek additional contact with the victim's flesh. A successful DC 25 Fortitude save (DC 35 in Glasya's line of sight) allows a fallen character to resist absorption.

On a failed save, the character's flesh, veins, and blood flow into the tendrils and are exchanged for the substance of Malbolge. The dying victim takes an extra 2 points of damage per round from this influx of pure diabolical substance and cannot be stabilized except by a *cure* spell (or equivalent effect) of sufficient potency to restore the character to full hit points.

Characters who die in this manner can't be *raised* or *resurrected*. Their souls remain trapped on Malbolge, bound to their writhing bodily remains. Neither alive nor undead, these feasts for Malbolge retain their memories and are capable of limited speech between moans of unspeakable agony. Most go irretrievably mad in a matter of hours.



Malbolge

Illus. by T. Baxa

Malbolge. She then demanded that Axacrusis eviscerate itself and invited her imps and bearers to feast on the remains. Axacrusis has yet to die, and Glasya's followers dine on the former chancellor still.

Since its dramatic change in leadership, Malbolge has become the layer of corrupt and bloated growth. Those who die on its cancerous ground are absorbed into it. Malbolge nourishes itself on these corpses, taking what it wants and leaving the rest as desiccated remnants to linger on in undying agony.

THE LORD OF MALBOLGE

Glasya, the newly appointed Archduchess of Malbolge, has a long and twisted history with her father, Asmodeus. Often openly defiant of him, she has for centuries resisted his efforts to bring her under his control. Now it appears that their past acrimony has been conclusively laid to rest, and she has been rewarded with her own layer of Baator.

Asmodeus's curious decision to place a night hag in control of Malbolge finally makes sense—the Hag Countess was a vulnerable placeholder who could keep the throne warm while father and daughter came to an understanding. Glasya's elevation in status was accompanied by a similar boost in personal power, so she now possesses magical and combat prowess on a par with her competitors.

What exactly Asmodeus's plans are for his daughter after she cements her hold on the still-changing terrain of Malbolge remain to be seen.

Glasya enjoys a special relationship with erinyes and paeliryons, which make up the nobility of her court. Her new responsibilities have forced her to give up her favorite pastime of days gone by—personally seducing mortals, then conducting them directly to Baator to inform them of their doom. She now pursues her conquests vicariously, urging her favorite erinyes to inveigle targets of her choosing. Glasya takes a particular interest in self-righteous paladins and corruptible church elders.

Glasya carried on a lengthy affair with Mammon during her ne'er-do-well days, but Asmodeus forced her to end the relationship in the aftermath of the Reckoning. Some chattering devils contend that the two have covertly rekindled their awful union now that Glasya has removed herself from

GOSSIP IS POWER

Glasya's new station and activities are the primary topics of gossip and intelligence in the Nine Hells. All the other archdukes have struggled to place spies and informants inside her nascent court.

Characters who learn even trivial details about Glasya's governance of Malbolge can easily trade that knowledge for a healthy amount of the currency of their choice—be it cash, advancement, or souls. Virtuous adventurers might be able to leverage useful intelligence into safe passage through Baator, the freedom of imprisoned souls, or other life-saving advantages.

her father's watchful eye. Others claim that she harbors a burning resentment for the serpentine archduke because he failed to fight for her love. Given the labyrinthine nature of diabolical sexual politics, both could be true flames.

ROLEPLAYING GLASYA

Glasya is an articulate archdevil with a mocking attitude who loves to play verbal games with captured servants of virtue before dispatching them to her torture chambers. Helpless foes with high Charisma scores can prolong their lives by feigning openness to her corrupting sexual advances.

DUKES OF MALBOLGE

Before the Reckoning, Malbolge's dukes were all envoys from the court of Baalzebul, but these devils were all withdrawn after the fall of Moloch. No unique devils acquired the rank of duke during Malagarde's brief rule, and none have yet achieved that rank under Glasya except Tartach, who has abandoned Baalzebul to serve the daughter of Asmodeus.

RESIDENT DEVILS

Though Glasya shows distinct favoritism toward erinyes and paeliryons, devils of all description fill the ranks of her servitors. She has even added special chambers in her fortress designed to cater to each variety. Even an ice devil could find a climate to its liking in the court of Glasya.

Glasya spared Malagarde's most talented lackeys, after suitable groveling and debasement, and absorbed them into her circle. A few who have since attempted vengeance in their old mistress's name are now undergoing a fiendishly innovative regimen of torments in the Tower of Pain (page 64).

Glasya aggressively recruited top servitors from the other archdukes, paying special attention to those who had been sidelined for excessive ambition. Each of these new members of her court is happy to conspire with her against the lords that held them back for so long.

Although Asmodeus authorized Glasya to assemble a staff at the expense of the other archdukes, this blatant poaching has hardly endeared her to them. Many are now conspiring to destroy their former followers before they can plant knives in their erstwhile masters' backs.

OTHER DENIZENS

Malbolge crawls with fiendish vermin of all sorts. Monstrous spiders, centipedes, and wasps are especially common. Some of the larger and more intelligent specimens have learned not to attack powerful devils.

IMPORTANT LOCATIONS

All the notable landmarks of Malbolge in some way recall the grossly swelled corpse of Malagarde.

OSSIEA, FORTRESS OF GLASYA

Glasya constructed her fortress, which sits on the edge of the Hair Forest, from Malagarde's hideously enlarged and distorted skull. This white, domelike structure has oval windows of red glass, each 20 feet across along its longer axis, covering the openings that were once Malagarde's eye sockets. Glasya can often be seen behind these windows, entertaining party guests with a view of her gruesome domain. The red eyes also serve as a defense mechanism for the fortress. Once per round on command, each eye can discharge a line of flames extending out to long range that deals 12d6 points of fire damage (Reflex DC 30 half). The eyes can fire these lines at airborne as well as ground-based creatures.

The five floors of luxurious chambers nestled within the skull proper are Glasya's well-guarded playrooms. Beneath them lies a long, tubular corridor reminiscent of an enormous windpipe. All the fortress's administrative areas, from kitchens to servants' quarters, can be accessed from this hallway. The pinkish surfaces of the walls still move eerily in and out, as if some immense creature were breathing shallowly.

HAIR FOREST

A gnarled forest of twisted trees and grasping briars densely covers the ground of the Hair Forest. The vegetation is so closely packed that movement is hampered. Close inspection reveals that each bit of rugged plant life is actually an enlarged, scaly piece of hair, rooted in the white, flaky soil.

Because the Hair Forest is trackless, confusing, and difficult to map, Glasya uses it as a cache for treasures and a hiding place for oubliettes—small prisons in which individual captives languish in cramped isolation.

Fiendish vermin, many of them monstrous, dwell in the Hair Forest and dine on its noxious secretions. The commonest of these are white lice, which can reach gigantic proportions. Regardless of their size, vermin native to the Hair Forest can move through it unhampered.

HAG'S INNARDS

The bulk of Glasya's minions dwell underground in this series of cramped and twisted passageways, which was formed from Malagarde's intestinal tract. Though the walls of these catacombs are as sturdy and resistant as stone, they retain a disgusting, fleshy appearance, and acrid intestinal fluids expelled by puckering glands periodically sluice down their surfaces.

FLIGHT AND THE REACHES OF HELL

Flying characters might be tempted to maneuver out across the boundaries of Baator's layers and into the surrounding void. Such attempts tend to end badly.

The void around the Nine Hells is a gnawing vacuum that pulls apart any creature that ventures into it. The effect resembles a drawing and quartering. For every round spent in the void, a creature takes 1d10+6 points of damage. An extraplanar creature or outsider takes half damage on successful DC 30 Fortitude save, but a creature of any other type gets no save at all.

Once seized by the void, an airborne character loses maneuverability. Steering out of it requires a full-round action and a successful DC 25 Reflex save.

The walls respond to nondevils as a living intestine would to food products in need of further digestion. A character traveling through the Hag's Innards takes 1d6+4 points of acid damage per minute from the periodic jets of digestive fluid.

Exits from the intestinal corridors lead to ordinary doors and rooms hewn from the layer's loamy, maggot-rich earth. Layers of a rough cementlike paste made from the bones, horns, and teeth of demons keep the soft ground at bay. The partially crushed skulls of these defeated invaders glower eternally at the occupants of Hag's Innards.

THE BIRTHING PIT

Malbolge's soul shells become lemures at the Birthing Pit, a bulging mound of earth located in the center of the layer. Pain devils receive flayed souls in tumbrels, hustle them up creaking wooden ramps, and prod them over the edge, to be devoured by dozens of snapping, toothless mouths. About 9 hours later, the finished lemures ooze out of the mound's surface and dribble down its side to the bare earth below. Flail-wielding pain devils then drive the miserable creatures off to wander mindlessly about the surface of Malbolge.

LAKES OF BILE

This collection of reeking lakes and pools produces a variety of potent poisons and acids, which are bottled for export by a small army of nupperibos and spinagons. These products are then made available to Glasya's cultists and sold to devils from other layers, as well as interested parties on the Material Plane, for cash or trade goods. The status of these substances as contraband in many jurisdictions merely inflates their profitability. Thus, the devils running this industry object violently to intruders attempting to filch their wares.

The toxic fumes rising from the churning pools often mix with unpredictable effect. Every character entering the area must make a successful DC 13 Fortitude save or take 1 point of Constitution damage. This save must be repeated each round that the character remains in the area, and the Constitution damage is cumulative. The devils that work in this place are inured to its ambient toxicity, if they weren't immune to poison already.

The points of interest on the accompanying map are described below.

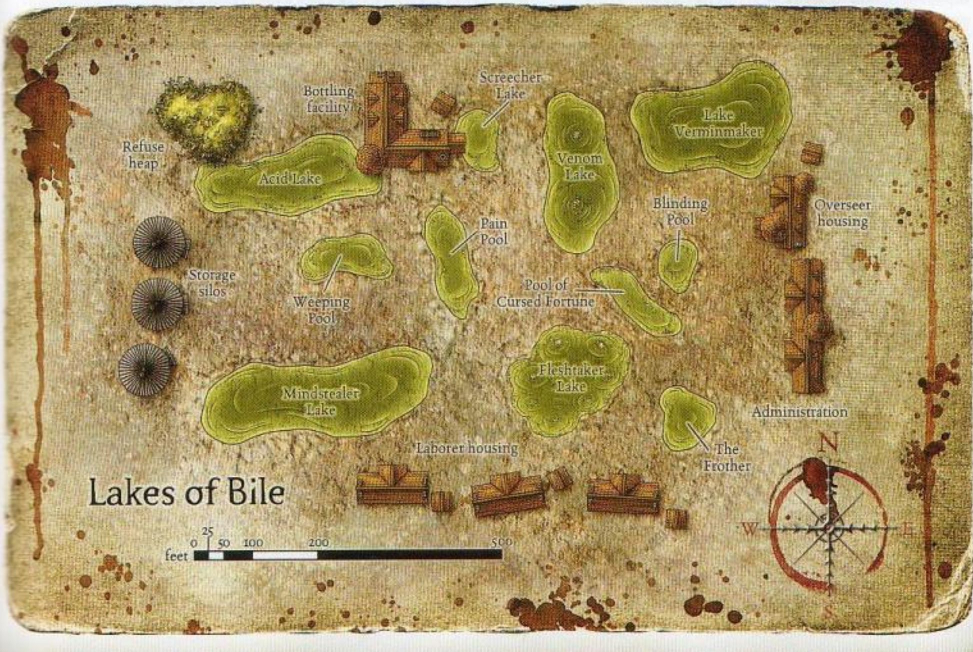
Refuse Heap: Fiendish vermin feast on this mound of highly toxic trash.

Bottling Facility: Hundreds of nupperibos and spinagons toil in this low-slung stone structure, moving quantities of acid and poison from pools to vats, and from vats to glass and ceramic containers.

Screecher Lake: This lake produces a mood-scrambling intoxicant favored by low-ranking devils. Any mortal ingesting it must make a successful DC 12 Fortitude save or take 1d4 points of Wisdom, Intelligence, and Charisma damage. (Roll separately for each score.) After 1d6 hours, 1 point per attribute returns each hour. Many mortals affected by this substance perceive an even more horrible and hallucinatory version of their hellish surroundings than is actually the case. They sob, babble incoherently, roll around on the ground, and tear at their garments until the ability damage is healed.

Venom Lake: This lake produces deathblade poison (injury, Fortitude DC 20, 1d6 Con/2d6 Con), worth 1,800 gp per dose.

Lake Verminmaker: The rank, soupy waters of this lake produce verminmaker—a substance that turns its imbiber



into a randomly chosen vermin shape, as if by a *baleful polymorph* effect (Fortitude DC 17 negates). Verminmaker sells for 300 gp per dose.

Storage Silos: These seven-story storage towers contain quantities of all the substances bottled at the Lakes of Bile. Their labels are written in Infernal.

Weeping Pool: This bilious pond produces deepsorrow, a poison capable of plunging its victims into severe, even suicidal, melancholy (ingested, Fortitude DC 15, 1d6 Wis/1d6 Wis). Until all this ability damage is healed, the victim must make a successful DC 12 Will save every 1d12+12 hours. On a failed save, the victim takes a –4 morale penalty on all attack rolls, saving throws, and checks. Deepsorrow is worth 300 gp per dose.

Pain Pool: The poison agonizer (contact, Fortitude DC 15, 1d6 Con/1d6 Con) is distilled from the waters of this pool. This substance is worth 1,000 gp per dose.

Pool of Cursed Fortune: Ill-fate, the curious substance produced by this small lake, must be ingested to work, but it does not function like a poison. Anyone consuming it must attempt a DC 15 Fortitude save. Failure means that the next three natural 20 results the character gets are treated as natural 1s, whether the rolls are made for attack rolls, saves, checks, or any combination thereof. Ill-fate sells for 500 gp per dose.

Blinding Pool: As its name suggests, this pool produces a blinding poison (injury, Fortitude DC 18, blindness 1d4+2 rounds/permanent blindness). Blinding poison sells for 500 gp per dose.

Overseer Housing: The plant's bosses and guards, led by a narzugon named Szegala, reside in this roomy, two-story stone building.

Mindstealer Lake: Though brackish and unpleasant, the waters of Mindstealer Lake are perfectly safe to drink. However, a slimy, green-blue water lily that floats on its surface can be dried and powdered to form the poison called mindstealer (inhaled, Fortitude DC 20, 1 Int/1d6 Int). Mindstealer sells for 1,200 gp per dose.

Fleshtaker Lake: This lake produces the poison fleshtaker (injury, Fortitude DC 18, 1d6 Str/2d6 Str), which sells for 600 gp per dose.

The Frother: This pool produces no useful poison. When a creature comes into contact with its waters, however, its placid surface turns to a seething whirlwind of bubbles and spray. Thousands of fiendish bacteria, each no bigger than the head of a pin, set about devouring the hapless victim. An immersed creature takes 15d6 points of damage per round of exposure; a partially immersed creature takes 8d6 points of damage per round.

Administration: In this low-slung, one-story stone structure, the sighing, put-upon amnizu known as Pajpalak supervises the tireless bureaucratic scribblings of several dozen peevish white abishai.

Laborer Housing: The plant's workers jostle for living space in these three single-story stone structures.

RIBCAGE MOUNTAINS

Overhanging much of Malbolge is a series of stony half-arches, eight on each side. These odd structures are still recognizable as distorted, petrified versions of Malagarde's ribs. Weird growths, from hairy moss to slick gray vines, cover them in an ever-changing pattern of queasy fertility. Tumorlike masses, some as large as hippos, develop on the undersides of the arches and occasionally drop down to crush the lesser devils scuttling below. Sometimes such a growth breaks open to reveal a newborn night hag, hell louse, or paeliyron. Other falling bits of flesh turn out to be kalabon colonies. Most, however, are full of poisonous goo (contact, Fortitude DC 25, 2d4 Con/2d4 Con).

TOWER OF PAIN

Ten ivory towers, each corresponding to one of Malagarde's fingers, claw their way from the earth to point in mute supplication to the sky. Glasya has completed extensive construction work on the first of these towers and is now hollowing out the second for an as-yet-unannounced purpose.

The first finger has become the Tower of Pain—an establishment of torture for her most dangerous enemies. (The foes she does not fear as much are tortured in Ossiea, where she can watch or participate, as the mood strikes her.)

The tower consists of three stories—one for each bone segment—that offer progressively more excruciating punishment regimens from bottom to top.

At present, the top layer is reserved for the survivors of Malagarde's inner circle. The hag's favorite nightmare, Bloodcurdle, receives a particularly grueling schedule of torments. This infernal steed initially pretended to accept Glasya as its new mistress, only to throw her from its back into one of the Lakes of Bile.

MALBOLGE ENCOUNTERS

The first of these encounters occurs in the Hair Forest; the other two can happen on any of Malbolge's trails.

BIG, WHITE, AND MEAN

The gray, greasy trees of the Hair Forest part, revealing a monstrous six-legged insect with a glistening white carapace. Its body is oversized in proportion to its sharp little legs and pinpoint head. The creature's mandibles click in anticipation as it stops eating the white flakes on the trees and lunges toward more mobile prey.

HELL LOUSE CR 3

LE Large vermin (magical beast, fiendish, extraplanar)
Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +5

AC 15, touch 11, flat-footed 13
(–1 size, +2 Dex, +4 natural)
hp 36 (6 HD); **DR** 5/magic
Immune mind-affecting spells and abilities
Resist fire 5, cold 5; **SR** 11
Fort +6, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares), climb 30 ft.
Melee bite +7 (2d6+4 plus poison)
Space 10 ft.; **Reach** 10 ft.
Base Atk +4; **Grp** +11
Atk Options poison (injury, Fortitude DC 14, 1d6 Dex/1d6 Dex), smite good 1/day (+6 damage)

Abilities Str 17, Dex 15, Con 12, Int 3, Wis 10, Cha 2
Feats Improved Natural Attack (bite), Toughness, Weapon Focus (bite)
Skills Move Silently +6, Spot +5

Smite Good (Su) Once per day, can make a normal melee attack to deal +6 damage against a good foe.

VENGEFUL FLESH

On the trail ahead sits a pile of butchered meat, steaming in the cold air. At first it looks like the flesh of an ox or a horse, but closer inspection reveals that the mass contains too few bones and too many eyes. Then elements of the mass begin to move out of the heap and surge forward.

The kalabons (see page 120) in this small colony have learned to waylay travelers by camouflaging themselves as carrion.

These creatures can instinctively sense creatures that enjoy the favor of the hated Glasya, murderer of the Hag Countess. The colony gains a +2 bonus on attack rolls against anyone carrying a letter of safe passage signed by the archduchess or one of her functionaries.

DEATH FROM ABOVE

A quartet of grim, winged beauties swoops down through darkly swirling clouds. Upon sighting their prey, the four load crossbows with fiery bolts.

Four erinyes (*MM* 54) hunters named Metris, Diorum, Novolar, and Baratum prowl the skies of Malbolge in search of intruders whose presence might displease their mistress, Glasya. They open fire on sight but desist if the targets refrain from retaliating and assume a posture of surrender. Letters of safe passage, if any, can then be presented for inspection. If the interlopers lack proper paperwork, the four pretend to be mollified and fly away—only to swoop back for a renewed ranged assault.

When they can safely do so, the erinyes spare enemies with Charisma scores of 18 or greater. In such cases, they deliver their final blows as melee attacks for nonlethal damage so that they can transport their beautiful captives to Glasya's pleasure chambers for seduction or torture.

Layer 7: Maladomini

Crumbling cities dot the decaying, pitted expanses of Maladomini. Sludge-choked rivers wend their way past endless strip mines, and sentient chunks of polluted matter crawl up onto the riverbanks, only to gasp and die upon inhaling the toxic air. Dying forests collapse, succumb to rot, or burst spontaneously into damp, smoldering flame. Like a wounded beast clinging hopelessly to life, the layer constantly shudders, moans, and weeps a foul black ichor.

THE LORD OF MALADOMINI

Next to Asmodeus, the most infamous of archdevils is the sluglike Baalzebul, who is widely reviled and celebrated as Lord of Lies, Lord of the Flies, or the Fallen One.

Asmodeus and most of the other archdevils came to Baator early in its history, when the lines between good and evil were first being drawn, but Baalzebul is a more recent arrival. Long ago, an archon named Triel achieved fame as one of Celestia's most beautiful and powerful angels. But his lust for physical perfection led inexorably to his corruption. Some say that his spiritual downfall was personally engineered by Asmodeus, who appeared to him in the form of a lovely but venomous flower, but this persistent myth cannot be corroborated.

In any case, Triel awoke one day in Baator, his skin burnished to a glittering obsidian hue, and the compound eyes of a fly jittering in his head. From this moment forward, Triel was no more, having morphed into a new unique devil named Baalzebul. Though his spirit was irrevocably tainted, his power had been greatly magnified by the transformation, and Asmodeus soon made him ruler of his own layer, displacing an ally who had been with him since before the Pact Primeval was signed. Baalzebul's rapid promotion won him the enmity of the archdukes of long-standing stature—most notably Dispater and Mephistopheles. Eons have passed since these events, but the two archdevils still consider Baalzebul an interloper.

Recently, Baalzebul suffered a comeuppance that delighted his rivals. Asmodeus recast him into an even more grotesque form—that of a mammoth slug, trapped forever in a layer of garbage and filth.

Prideful but chastened, Baalzebul has been carefully plotting his return to grace. He aims to prove his usefulness to Asmodeus indirectly, by undermining his rivals. In particular, he hopes to see Mephistopheles and Dispater transformed into even more humiliating forms than his own—or, better yet, obliterated entirely. To this end, he has renewed his efforts to plant spies in their courts. Ideally, his spy network will unearth evidence of their treachery against Asmodeus. Failing that, he plans to create some. Baalzebul is happy to reward any devils or mortals who can further this scheme, at least as long as they demonstrate their continued utility to him.

Baalzebul's soul-harvesting schemes on the Material Plane tend toward subtlety and mass-scale deception. More than any other archdevil, he ha's proven his expertise at corrupting entire societies. Currently, he has been working his slimy wiles on several major empires, inspiring them to abandon their legislatures for imperial dictatorships.

ROLEPLAYING BAALZEBUL

Play the Lord of Maladomini as smart, calm, and unrevealing. He keeps a lid on his shame and wounded pride by constantly picturing the moment when he can reassume the long-lost physical perfection of Triel.

Baalzebul has trouble forming words with his sluggish lips, so he should speak with a wet, slurpy lisp. The Fallen One lies easily but never gratuitously; he always has a purpose in mind.

DUKES OF MALADOMINI

A sizable court serves the Lord of Lies. His attendants include unique devils such as Baftis (First Consort), Lilith (Second Consort), Neabaz (Herald of Lies), Barbatos (Marshal of Maladomini), and the generals Abigor, Bileth, and Zepar.

RESIDENT DEVILS

Intelligent devils capable of complex political maneuvering tend to rise quickly through the ranks in Maladomini. Amnizus, paeliryons, harvester devils, and erinyes are particularly numerous. Bearded and horned devils, along with lemures and spinagons, are also common here. In addition, the bizarre ayperobos, creations of Baalzebul, originated in Maladomini.

OTHER DENIZENS

The flowing sludge of Maladominian rivers gives spontaneous birth to a wide range of fiendish oozes, including black puddings, gelatinous cubes, and ochre jellies.

IMPORTANT LOCATIONS

Pollution and deception are the twin themes that tie together the landmarks of Maladomini.

MALAGARD

The once imposing and majestic city of Malagard now slowly slumps into the dirt, incrementally collapsing with each passing day. Baalzebul used to build and rebuild it incessantly, but he has now given up trying to prevent its demise. Its drooping archways and crumbling bridges stand as monuments to despair, and dispirited devils shuffle forlornly through ever-expanding rivers of trash.

Even so, occasional frenzies of cleaning and repair strike the city's inhabitants. Such efforts are conducted in a neurotic fury, and woe betide a visitor who gets in the way. But just as quickly as the urge to repair strikes, it ebbs again, and Malagardians sink back into their normal fatalistic melancholy. The city's rivers of filth grow wider, its buildings deteriorate further, and the atmosphere of defeat becomes ever more oppressive.

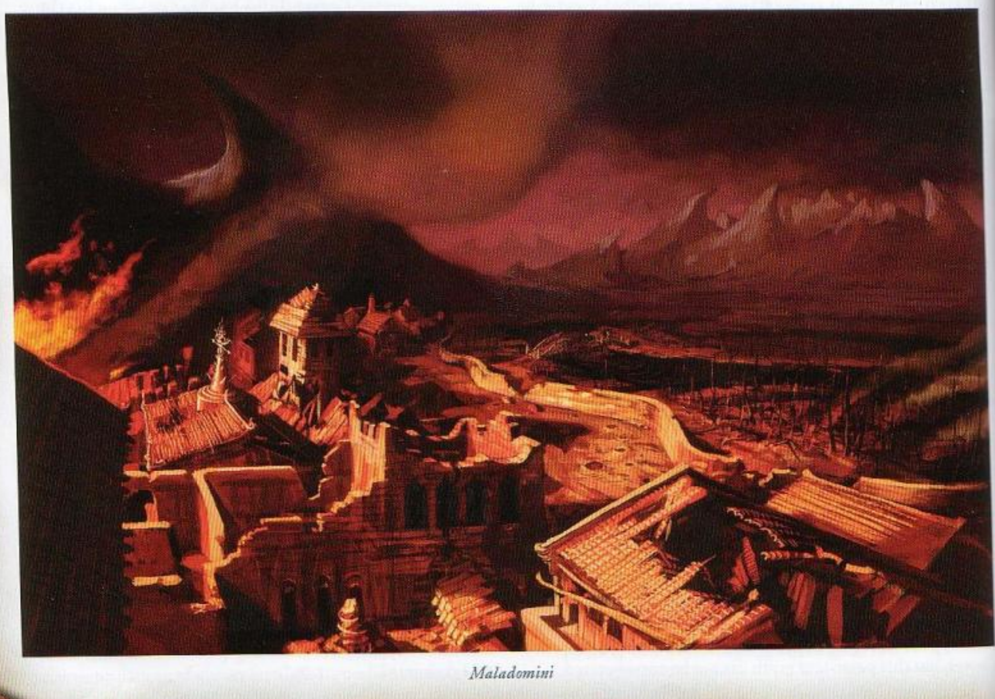
Visitors to Malagard find its fatalism contagious. After spending 6 consecutive hours in the city, they too can fall prey to the sin of sloth. To embark on a journey to any destination more than 250 feet away from his present location, a character must first attempt a DC 25 Will save. Failure forces him to procrastinate vehemently, finding endless trivial reasons to fuss around without ever quite getting his feet out the door. Each affected character is entitled to an additional save once per hour, but even those who shake off their funk might find that previously enthusiastic comrades have suddenly succumbed. The sloth effect can be dispelled as if it were a spell cast by an 18th-level caster, although doing so does not prevent a creature from having to save again an hour later.

PALACE OF FILTH

The Palace of Filth—a bubble of dung and refuse located in central Malagard—is mostly indistinguishable from the city around it. When Baalzebul was transformed into a slug, his grand castle collapsed into a pile of fecal sludge. The Lord of Lies shapes and reshapes its interior himself, hollowing out rooms and corridors by crawling through the massive pile of detritus. In lieu of doorways, magical barriers bar entrance to unwanted guests. Amid the heaps of debris are the ruins of several thoroughly crushed ancient buildings.

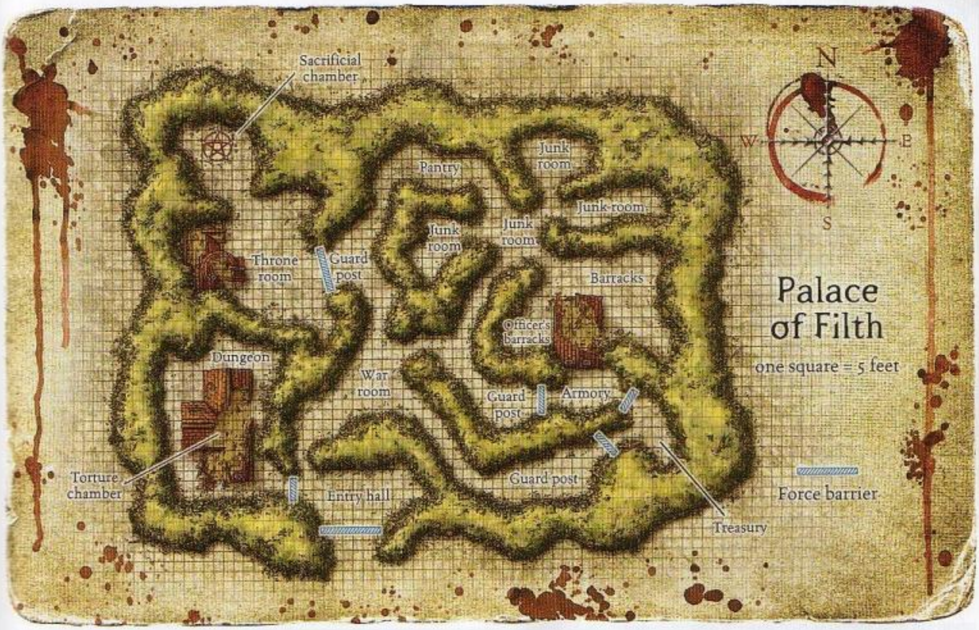
Baalzebul must periodically reinforce his rooms with slime secretions. When he forgets to do so, entire rooms collapse, smothering many of his lesser minions. He often neglects his maintenance duties, which depress him, in favor of his schemes for future dominance. His treasure vaults have fallen down so often that several great relics of power are now lost amid the trash and leavings.

Even so, fortune seekers can't root through these collapsed chambers undisturbed. The muck that makes up the palace walls and floors squelches horribly whenever



Maladomini

Illus. by E. Deschamps



it's moved, attracting the attention of Baalzebul's horned devil guardians.

The magical barriers can be raised or lowered at will by Baalzebul or any senior member of his staff. Attempts to dispel them are made as if they were cast by a 35th-level caster.

Site details appear on the accompanying map.

THE CARNIVAL ETERNAL

Under an unblockable sluice pipe that eternally showers filth down into a mucky vale, devils caper and cavort in a nonstop bacchanal known as the Carnival Eternal. Baalzebul rewards his successful minions by allowing them to spend time engaging in unspeakable diabolical pleasures here. A devil that brings him nine souls gets to stay for a day. A haul of 99 souls earns the devil a century, and 999 souls are worth two millennia of ghastly entertainment.

Among the bizarre attractions of the Carnival Eternal is a hall of distorted mirrors. After wiping off the layer of sludge that adheres to every mirror, the viewer can gaze upon an intoxicating vision of himself as an archdevil ruling a layer of Baator. Viewers are usually depicted as having taken over Dis or Cania—never Maladomini.

Mortals who gaze into one of these mirrors must make a successful DC 30 Will save or be affected as if by a *suggestion* that will set them on the road to diabolical mastery (each suggestion is a corrupt or obeisant act). A *suggestion* has a particular triggering condition. When this condition is met, the victim takes the suggested course of action. For example, the viewer might have to insult the next pit fiend he meets, attack an ally attempting to cast a *cure* spell upon him, or the like. Fulfilling the terms of the *suggestion* gives the mortal 1 corruption point or 1 obeisance point.

The tortures and debauchery engaged in by vacationing devils are best described in vague terms to players.

OFFALION

How do devils, whose memories of human existence were erased before their transformation to lemure form, remember their experiences well enough to suborn souls and subvert societies? In Maladomini, they undertake training in the city of Offalion. This pile of rubble, located on a blasted hillside, is used to simulate specific population centers on the Material Plane. Thus, adventurers whose homelands are undergoing diabolical subversion might find entire chunks of it recreated here.

Offalion's resident devils configure its shattered stones to create ruined parodies of palaces, senatorial chambers, marketplaces—any sort of area where influence is bartered. They then run detailed simulations of targeted political activities. Devilish students might take part in a clerical synod, a fake conference of elf princesses, or the election of a simulated king. Each exercise comes with its own set of rules and victory conditions. The stakes of such games are viciously real for their participants: Winners are sent to their target planes to turn their corrupt education into reality, while losers are held back or even demoted.

Mortal visitors are occasionally pressed into service as ringers, advisors, or disruptive wild cards. By taking part in an exercise, adventurers can learn what plans Baalzebul's minions intend to unleash against their nations.

GRENPOLI

The city of Grenpoli is a haven for pure politics. Here violence is forbidden; wit and guile are the only permissible weapons.

Powerful wards prevent any weapons from entering the city by any means. Would-be smugglers find their weapons teleported back to their homes—even if those homes are on other planes. Furthermore, spells that deal hit point or ability damage do not work within the city, and all summoning spells automatically fail. Erinyes patrollers can dispel or counter just about any other magic cast in an offensive manner.

A cunning erinyes called Mysdemn rules the city with an implacable sense of justice. Lawbreakers are subjected to a single, universal punishment—summary execution.

A school of politics located here provides elementary instruction in intrigue. Graduates complete their studies with exercises in Offalion.

Grenpoli serves as an accidental sanctuary for nondevil residents of Baator. If such a creature can get inside the city, its pursuers must give up the chase until it leaves again. Thus, Grenpoli houses a slowly growing population of mortal malcontents from a thousand worlds, who have mingled together to form a new, warped society. Large cadres of enforcers from all layers of the Nine Hells camp outside its boundaries, waiting to intercept any wanted individuals who try to slink out. Inside the city, their associates conduct various nonviolent intrigues designed to inspire their targets to abandon the city.

Grenpoli also provides a neutral ground for rival devils to work out their differences, or simply to forge deals without fear of ambush. Devils meeting here might be negotiating any of the following deals.

- Trade in souls, gold, magic, or other goods.
- Exchange of intelligence, gossip, or information.
- Offers of employment, in which one devil is enjoined to leave its master for another.
- Sale of a minion's contract, forcing it to work for a new master.
- Treaties of nonaggression.
- Division of soul-harvesting territories on the Material Plane.

MALADOMINI ENCOUNTERS

The first two encounters, though well suited for Maladomini, could occur on any hellish layer. The third involves one of the layer's signature creatures.

THE WRETCHED

Use this encounter if the characters become imprisoned in Baator.

Two wretched soul shells lie moaning in a darkened corner, chained to the wall by white-hot metal collars. At the sight of a nondevil, their coarse, degraded features brighten, as if with new hope of rescue.

The soul shells are actually imps (MM 56) in disguise, Balochomet and Churvodel, and they have a chilling tale to tell. If the PCs are willing to listen, the two claim that they were once Osiel and Briannon, adventurers much like the PCs, who came to Baator on a rescue mission. Their goal was to release the unfairly imprisoned soul of their dearest comrade, Michael the Just, who had the misfortune to be slain by the scythe of a harvester devil. They helped Michael to escape but were caught and slain. Through a bureaucratic oversight in heaven, their souls did not ascend to their proper afterlives in Arcadia. The devils tried to turn them into lemures, but they could not torture their virtue away from them. Thus, they were left here to rot, forever.

Balochomet and Churvodel listen carefully to the adventurers' story in an effort to determine what they want in Baator and where they want to go. They then pretend to have been to that very site during their own raid on Baator and claim to know some secret pathway or code word that allows the user to bypass hordes of enemies. They offer to go along and assist the PCs in their righteous mission in return for transport to Arcadia when they're finished.

In fact, the imps aim to corrupt the PCs' souls. They help the characters only enough to lead them into a series of temptations that force them to commit evil acts in order to reach the next stage of their journey.

If discovered, Balochomet and Churvodel remain true to their craven imp heritage. They fight if backed into a corner, but otherwise they try to escape by assuming insect forms and scuttling away.

THE RECRUITER

A blue-skinned creature resembling a gargoyle lazily circles downward and alights on a rock surrounded by a sea of stinking sludge, about 100 feet away. The creature says, "Ho there! I'm looking for squidges and blind-eyes. You seen any?"

Maalinu has been sent here with several other blue abishai (page 109) to round up stray lemures and nupperibos destined for service as hapless grunts in the Blood War. Though not stupid, Maalinu is unimaginative. In fact, the creature suffers from the same kind of literal-mindedness that afflicts many lawful outsiders—that is, it expects what it sees to conform to its notions of good order. Thus, if Maalinu sees travelers wandering around Maladomini, it figures they must be cultists serving Baalzebul and therefore willing to aid the abishai in its mission.

A successful DC 30 Knowledge (the planes) check reveals that the terms "squidges" and "blind-eyes" are Hell slang for lemures and nupperibos, respectively. If the PCs act the part of cooperative cultists, Maalinu flies contentedly away, none the wiser. But if they seem nervous or confused, it becomes suspicious and asks them to state their business. A successful Diplomacy check against the abishai's untrained Sense Motive check (which has a +10 bonus for the improbability of the situation) mollifies the creature. Otherwise, it flies off as if it has been fooled, but then circles back to attack.

THE SWARM

Ahead is yet another of the teetering trash heaps that dominate the landscape in Maladomini. From a distance, it appears to be wreathed by a swarm of tiny insects. A telltale glint of gold winks from somewhere inside the tumbling cascade of rags and rotting food.

The insects are in fact an ayperobos swarm (page 115) that has been placed here as a trap for unwary travelers. Local devils know better than to interfere with this trash heap. In fact, the golden glint comes from a helmet covered with gold leaf, which is all but worthless.

Any PC can attempt a DC 30 Knowledge (the planes) check before getting close enough to take a good look at the swarm. On a success, the character remembers that, in Maladomini, swarms of insects are not always what they appear to be.

Layer 8: Cania

The frigid layer of Stygia seems a balmy paradise compared to the icy wasteland known as Cania. Mile-thick glaciers grind across a forbidding landscape, only to crash into cyclopean mountains. Screaming snowstorms pelt the white expanse of wilderness. Deep crevasses, often hidden by thin layers of snow, wait to devour the unwary traveler. Dotted across the land like so many signposts are the half-buried, icy corpses of foolish intruders who thought they could survive Cania's arctic rigors.

THE LORD OF CANIA

In outward appearance, Mephistopheles, Archduke of Cania, typifies the archetypal handsome yet monstrous devil. Unlike most of his fellow archdukes, he's happy to entertain visitors purely for their amusement value.

Though he has long been a power in Baator, Mephistopheles has allowed his obsession with a pet project to steal needed attention from his soul-harvesting efforts. This enterprise—the development of a form of magic fire with new and interesting properties—has sent his previously favored minions, the ice devils, packing to the fringes of his chilly domain. There they grumble and fret and wonder whether they should be working to correct their master's foolish behavior or conniving for a replacement. Meanwhile, his new courtiers, selected for their ability to deliver innovative applications of his hellfire techniques, work to solidify their positions. Foremost among this group are Baalphegor (Mephistopheles's consort) and the pit fiend Buldumech.

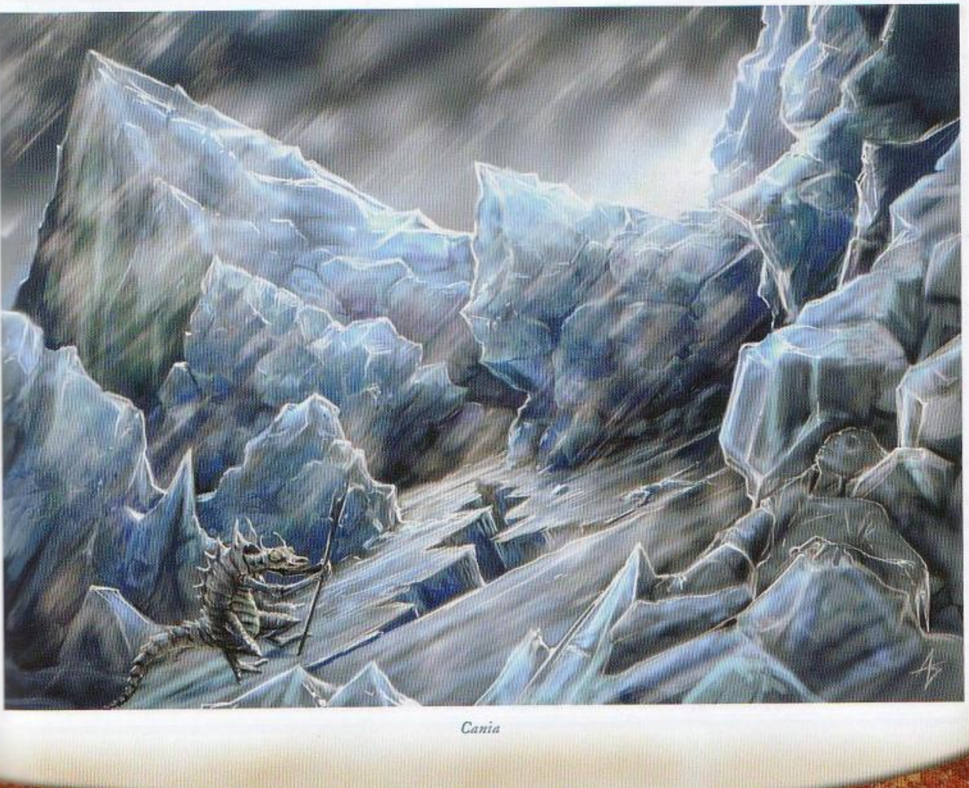
Mephistopheles's main goal is to build up his cult on the Material Plane by offering mastery of hellfire as an incentive. Unlike other kinds of magic, which require their users to progress slowly along a dangerous path of adventure, the cultists of Mephistopheles offer hellfire mastery to influential persons regardless of their personal accomplishments. As an easy, painless route to fame, success, and domination, it has spread across many worlds.

Although the Cult of Mephistopheles is rapidly expanding, it expends much more divine energy than it takes in. Soul harvesters working for the other archdukes try to speed their victim's journeys to Baator after conversion, but Mephistopheles orders his minions to keep his cultists alive so that they can recruit and continue the expansion.

Though eventually Mephistopheles will reap a bumper crop of corrupt souls, his expansion efforts have left him temporarily overextended. He has been borrowing divine energy from his fellow rulers, particularly Dispater and Levistus, at an alarming rate. If his gamble pays off, his personal power will increase dramatically, and his diabolical cult will be more popular than those of any of his rivals. If it fails, he will be beholden to his fellow archdukes for eons.

Though Mephistopheles has kept the full political import of his hellfire project under wraps, his uncertain position hasn't

Illus. by A. Stokes



Cania

completely escaped notice. Hellish observers expect the jostling for worshipers to heat up when the point of Mephistopheles's scheme becomes clearer. At that point, his creditors might begin to sabotage his recruiting drive to keep him in their debt.

ROLEPLAYING MEPHISTOPHELES

Mephistopheles projects an image of wit, intelligence, and charm when talking with others. Urbane and sophisticated, he comes off as a perfect gentleman and a most pleasant companion.

DUKES OF CANIA

The court of Mephistopheles includes several unique devils, such as Adonides (Steward of Cania), Baalphegor (the lord's consort), Barbas (Chamberlain of Mephistar), and Bele (Justiciar of Cania), plus a host of pit fiends, including Bechard, Buldumech, Guland, Silcharde, and Sphandor. The unique devils Bifrons and Hutijin command the armies stationed in Cania, in cooperation with the pit fiend Nexroth.

RESIDENT DEVILS

Though they are currently self-exiled to the fringes of Cania, ice devils are still the most common greater devils here. Cania also crawls with pain devils, and horned devils and pit fiends now make up Mephistopheles's inner circle. Furthermore, hidden within ice caverns throughout the layer is a growing army of hellfire engines.

OTHER DENIZENS

Fiendish dire polar bears and fiendish dire wolves prowl the glaciers of Cania, feasting on one another, as well as on hapless travelers.

Creatures native to Cania, devilish or otherwise, always have immunity to cold.

IMPORTANT LOCATIONS

Shocking cold, interspersed with the eerie steam of hellfire, characterizes the signature settings of Cania.

CITADEL OF MEPHISTAR

Towering above an expanse of sparkling whiteness is the glacier Nargus, a mountain of ice locked firmly in place by surrounding glaciers. Carved from its gleaming, translucent ice is the oddly warm and inviting citadel known as Mephistar, which cradles the palatial manor of Mephistopheles.

From a slowly melting throne, the Archduke of Cania oversees the activities of a legion of obsequious servitors. From three terraced levels below, dozens of icy tenements containing thousands of living spaces vault improbably skyward. These structures echo devilish society in a microcosm. Lowly least devils are crammed into tiny warrens at the base of each structure, and swaggering hellfire masters enjoy vast suites at the top. Whenever a devil is promoted or demoted, its living assignment changes so that no devil must face the distress of living next to an inferior—or the terror of close proximity to a superior.

The key locations of Mephistar are marked on the accompanying map and described below.

Mephistopheles's Court: The subtle intricacies of this frozen palatial estate are masked and muted by the creeping thaw that now grips it. The continuing hellfire experiments have established a foggy, thermal cloud around the city.

The palace and all its contents—from walls to ceilings to furnishings—are made of ice. Recently, however, puddles have begun to appear, and the decorations and filigrees have taken on a damp and sagging look. As the palace deteriorates, it increasingly symbolizes the risks inherent in the archduke's entire hellfire stratagem.

Frost Garden: This skillful recreation of an organic garden, sculpted entirely from ice, is one of the few genuinely beautiful places in all of Baator. After gazing at if for too long, however, mortal viewers are often saddened by its cold, unliving nature. Its sarcastic gardener, a gelugon wizard named Yoggaa, maintains the garden against the steamy warmth of Mephistar by periodically blasting it with *cone of cold* spells. When attempting to seduce mortals to his side, Mephistopheles has been known to squire them personally around the Frost Garden.

School of Hellfire: In this teetering, 99-story edifice constructed of Baatorian green steel, baatezu wizards continue their research into hellfire magic. A roomy central courtyard provides the space needed to conduct their blazing experiments, and hellfire engines protect its doorways from intruders.

Fearful of the archduke's wrath should his precious secrets be stolen, the school's nervous denizens keep a perpetual watch against unauthorized entrants. Quagrem, a harried pit fiend, serves as the school's dean. He is quick to pick the brains of visiting mortal magicians, and he efficiently murders any who provide him with useful insights so that he can take sole credit for their discoveries.

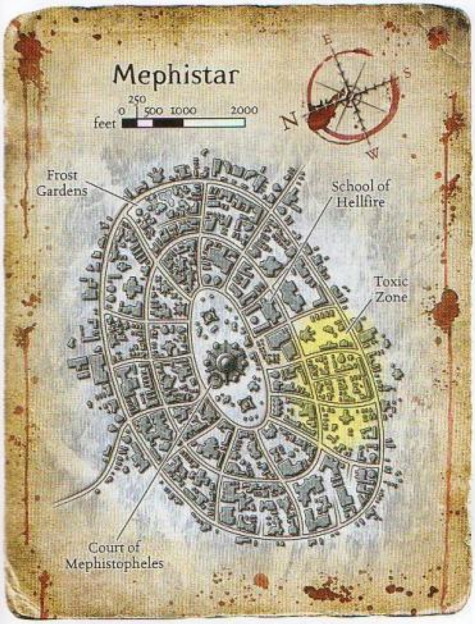
Toxic Zone: Airborne effluvia from the School of Hellfire has drifted down onto nearby portions of the citadel, permanently poisoning those areas. These toxins have been absorbed into the ice and are released when it melts. Nondevil residents

A SNOWBALL'S CHANCE

Any visitor without immunity to cold takes 10d6 points of cold damage per minute of exposure to Cania (no save). A creature killed by this damage is quickly surrounded by a clear coffin of ice, and her features remain frozen in dismay forever. Characters capable of melting large quantities of ice for extended periods of time might be able to stop their fallen comrades from being so enveloped, but the DM must adjudicate such attempts.

These conditions do not apply in most of the city of Mephistar. On its second, third, and topmost terraces, the warm embrace of a perpetual mantle of steam makes for a cozy and entirely safe environment.

Mephistopheles and his top lieutenants can write letters of safe passage that also grant their bearers immunity to Cania's weather. This immunity applies only to the 10d6 points of cold damage per minute, not to cold damage from spells and other effects. As with any other devilish transaction, this immunity is granted only when it profits the giver.



who were vulnerable to poison relocated when this effect first began, but the current residents pay no attention to the contaminants they breathe. Any visitor, however, must make a Fortitude save for every 10 minutes of exposure or succumb to the poison (inhaled, Fortitude DC 25, 1 Con/1d4 Con).

KINTYRE

Thousands of feet beneath the glacier T'chemox, under countless tons of ice, lies the ancient city of Kintyre. Until recently, Kintyre was an inaccessible place of mystery and a testament to the power of Mephistopheles. Legend holds that the archduke crushed its inhabitants in one fell swoop because its overlord sided with one of his rivals.

Now, at their lord's behest, the devils staffing the School of Hellfire have begun to excavate Kintyre and plumb its secrets. The reason for this sudden interest is clear—some recently recovered texts named Kintyre as the resting place of several relics that would be invaluable to further hellfire research. Work crews now toil nonstop, braving unspeakably fierce storms, to dig shafts down into the city. Exploration teams have already begun to enter Kintyre by way of the first of these near-vertical passageways to search for the desired relics.

Mephistopheles and Quagrem consider the entire city their personal hunting ground and take a dim view of poachers. However, if any interlopers were to lay hands on the relics, the archduke would surely be willing to negotiate for their return.

NEBULAT

A recent addition to the Canian landscape, the mountain retreat called Nebulat provides a home for the layer's displaced and discontented ice devil population. The settlement sits on shelves of magically generated ice that radiate from the side of the mountain Gelineth like a crystalline fungus.

The devils of Nebulat dare not openly condemn Mephistopheles for abandoning them. Instead, they accuse Quagrem and his upstart researchers of undermining their master with overrated and distinctly un-Canian fire magic. Their leader, the irritable gelugon Tuncheth, is currently running two schemes in parallel. First, agents loyal to him spy on Quagrem and company, trying to find (or plant) evidence of treachery against Mephistopheles. At the same time, his own pet wizards are developing a new cold-based magic called the Plume. Supposedly, this substance freezes its enemies with a billion tiny pellets that enter the pores as evaporated moisture, then solidify inside the bloodstream. Though the Plume is little more than a theory at present, the neglected devils of Nebulat are confident that it will eventually deliver them from their mountainous self-exile.

CANIA ENCOUNTERS

These encounters can all occur in Cania's glacial wilderness expanses.

GUARDIAN OF THE SHATTERED CASTLE

Poking out from the glacial expanse are the eroded spires of a shattered fortress sculpted from ice. In its courtyard are the remnants of a parapet, a frozen portcullis, and even a fountain. Beside the fountain lies a toppled piece of statuary—a white figure with grotesque features, claws, wings, and a stingerlike tail curled around its feet.

Ashura the white abishai (page 110) makes its untrained Hide check with a +4 bonus. Any Spot check that beats its result reveals that the statue is actually a living creature. Ashura uses this trick all the time while wandering Cania's frozen ruins in search of explorers to waylay.

CREVASSE KILLER

This encounter occurs while the PCs are traveling across a Canian glacier. At some point, they step onto a thin layer of crust overlaying a deep crevasse, and without warning, the ice crumbles beneath their feet. Each party member must make a successful DC 20 Reflex save or fall 130 feet into the crevasse, taking 13d6 points of damage. Characters actively looking for flaws in the ice who make a successful DC 25 Search check find the weak spot before anyone steps on it.

If the PCs do not find the flaw, the trouble starts. Direct the following narration to players whose characters survive the fall.

At the base of the crevasse, where two slabs of ice converge, the sound of scratching mingles with the whistle of bitter winds. A masked humanlike creature was dragging a wicked-looking flail along the wall, but its flowing red eyes flash when it spots you—and it charges.

Movement inside the crevasse is hampered. Party members who did not fall must climb down 130 feet of icy cliff wall (Climb DC 30) to reach the melee.

Durnash the pain devil (page 132) frequently seeks prey in this crevasse, which is generally obscured by the deceptive snow crust. When any opponent appears to be close to death, the devil begins dealing nonlethal damage to it in hopes of dragging it off to its nearby ice cave for sustained torture. Durnash enjoys inflicting suffering on soul forms, but it finds living victims infinitely more satisfying.

The pain devil's superior has promised it a promotion to a new form as soon as it slays just two more mortal intruders. However, it takes such pleasure in torture that it might just conceal its successes so that it can continue to prowl the crevasses of Cania.

CLOUD CATS

A cloud of snow on the horizon begins to churn, then moves forward at startling speed, enveloping all in its path. As it comes closer, dark shapes become faintly visible within the concealing mantle of snow, moving with the innate grace of predators.

Muszeragar, Szagal, Dugabamasze, and Lugirsu are hellcats (*MM* 54) that roam the frozen wastes of Cania in search of prey. Though the layer's frigid gloom deprives them of their usual invisibility in light, they have adopted a new method of concealing themselves from their quarry—they hide within the blinding, localized snowstorms that are so common here. This tactic gives them the rough equivalent of invisibility and allows them a heightened chance of surprise. Only a character who makes a successful DC 25 Spot check or DC 35 Listen check can detect the presence of these creatures inside a column of howling, whirling snow.

The storm hovers over the scene of the combat for 1d4+2 rounds. If it clears before the melee ends, the hellcats depart if all of them have been reduced below 50% of their original hit points, or if any one of them has been reduced to 25% or fewer of its original hit points. Persistent and vengeful, the hellcats use their scent ability to track parties across the wastes, concealing themselves in storms and behind wind-sculpted forms on the glacier's surface. If possible, they attack opportunistically, preferably when their quarry is still weak from battles with other enemies.

Layer 9: Nessus

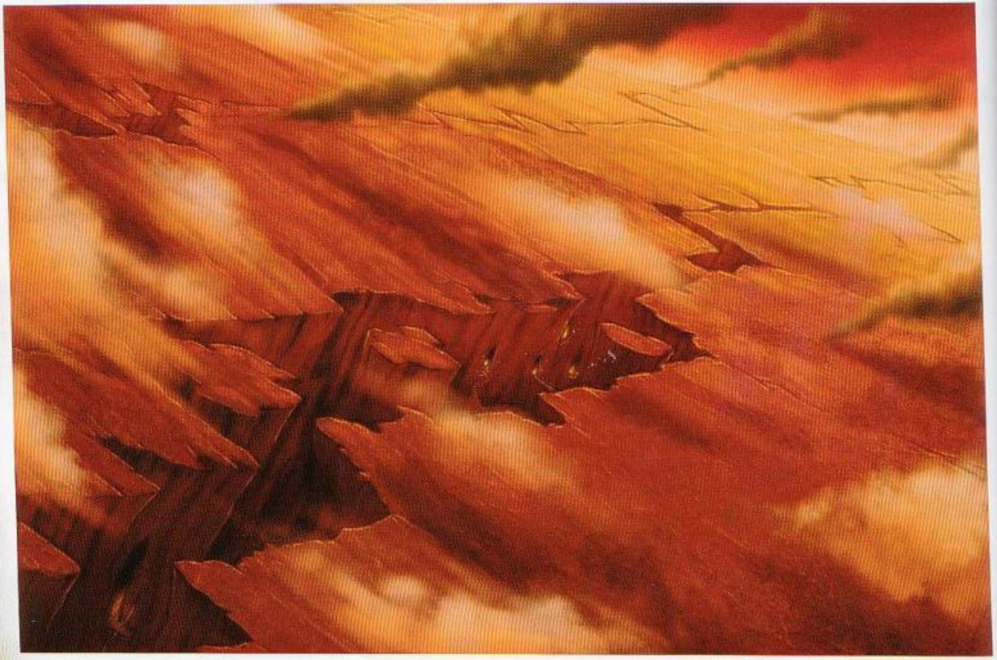
The blasted plain of Nessus floats in a swirling, crimson void. Its roughly ovoid, jagged-edged land mass extends for approximately 2,500 miles from east to west and about 1,100 miles from its northernmost to southernmost points.

The absolute flatness of Nessus allows a viewer to see for miles in all directions. Devoid of trees, structures, and changes in elevation, its desolate landscape provides little or no cover. Beings moving across its surface can be seen for hours before they finally close to ranged weapon distance.

A network of crisscrossing gouges, gorges, and canyons scars the dry and rocky plain. The largest of these crevasses are miles across and dozens of miles deep. The layer's millions of inhabitants dwell within these canyons, either in caves carved out of the walls, or on the crevasse floors. Although the surface of Nessus is finite, its twisting canyons and tunnels contain an effectively infinite amount of space.

The canyons intersect confusingly across the surface of Nessus. In a few places, they weave around each other, sculpting towering mesas. To reach a specific destination, explorers must be able to tell one gorge from another.

In keeping with the layer's utter hostility to travelers, the crevasses are completely unmarked. Maps of the surface have been cobbled together from sketches created by generations



Nessus

Illus. by D. Allsop

of suicidally brave cartographers. But even when accurate, these maps are difficult to match with conditions on the ground. Finding a particular point on Nessus's surface requires a suvvessful DC 30 Knowledge (geography) check. A map can grant a +1 to +4 bonus on this check, depending on its accuracy.

Few bridges span the canyons, and those that do exist are either heavily guarded or trapped. Any seemingly unguarded bridge is likely to hurl travelers into the gorge below if the correct password is not uttered when they reach the midway point. Without exception, the gorges of Nessus are deeper than 200 feet, so anyone plummeting into one takes 20d6 points of damage.

Flightless devils are expected to remain in their home crevasses. In cases of emergency, though, they can travel up and down the walls either by holding tight to treacherous handholds (Climb DC 20) or by using the fraying rope ladders (Climb DC 10). Inhabitants with poor climbing skills tend to stick close to their caves or hovels, venturing forth only when their lives depend on it. Indeed, devils plunge to their deaths from the canyon walls on an infrequent but regular basis.

See the accompanying map for a key to the major canyons of Nessus. This map is much more accurate than those obtainable by adventurers.

THE LORD OF NESSUS

Asmodeus appears as a horned, red-skinned humanoid with a tall, lithe frame. He dresses in splendid robes and understated but elegant accoutrements. Half-healed wounds erupt from his skin like the canyons that scar the Nessian landscape. These injuries are the result of an incident not usually recounted in the creation story.

In fact, Asmodeus's parting from the lawful deities after the signing of the Pact Primeval was not amicable. Once he had committed himself to residing in Baator, the deities physically cast him out of the upper realms, and he fell—and fell, and fell. Upon reaching the plain of Baator, he plunged through the nascent layers he had begun to shape. (In some versions, his fall created the layers, breaking the formerly featureless plain into nine pieces, which then arranged themselves into floating tiers.)

At last he hit solid ground but continued to fall, spiraling through rock and soil. The protesting earth of Baator tore at his flesh, opening scores of gaping wounds. Still he fell, until he could fall no farther. The point where he finally stopped was the deepest part of Baator—the Pit.

The wounds that Asmodeus suffered in his dramatic fall have never healed. Though he manages to appear blithely unperturbed by his injuries, they still weep blood every day, and he has been wracked by constant pain for millennia.

As the unquestioned master of Baator, Asmodeus can work nearly any magic within its boundaries as an act of will. He can alter the forms of other archdukes, though he might not be able to slay them outright. (Whether the demise of Malagarde the Hag Countess was the direct work of Asmodeus or simply a bizarre death remains an unanswered question.) He can also reach into other realms and reshape them with the merest thought.

Recently, Asmodeus achieved a long-standing goal that had previously eluded him for eons—he tamed his daughter's rebellious spirit and exacted new pledges of loyalty from her. In exchange, he made her ruler of her own layer—an event that has the other archdukes scrambling in reaction.

Asmodeus currently enjoys a renewed sense of political supremacy. He has his archdukes right where he wants them—scared and anxious to please—and his grip over the Nine Hells has never been stronger.

Now he seeks to expand that power to the Material Plane. More souls will give him still more divine power, and perhaps enable him to tip the alignment of the material world toward lawful evil.

Asmodeus's ultimate aim is to use this additional divine energy to heal the wounds he suffered when he was cast out of the upper realms. Once he has healed himself, he intends to broker a deal with the demons. He knows it won't last for long, but it doesn't have to—just long enough to tip the direction of the eternal warfare from its current law-versus-chaos axis to an apocalyptic struggle between good and evil.

Eventually, Asmodeus plans to demolish the upper realms. Consulting the plans he first drew up a thousand years ago, he has determined that he's running ahead of schedule.

ROLEPLAYING ASMODEUS

Asmodeus is a soft-spoken, articulate, chillingly reasonable fellow who is confident in his status as one of the multiverse's most powerful entities. Even when surprised, he reacts with supreme poise, as if he were already three steps ahead of his adversaries.

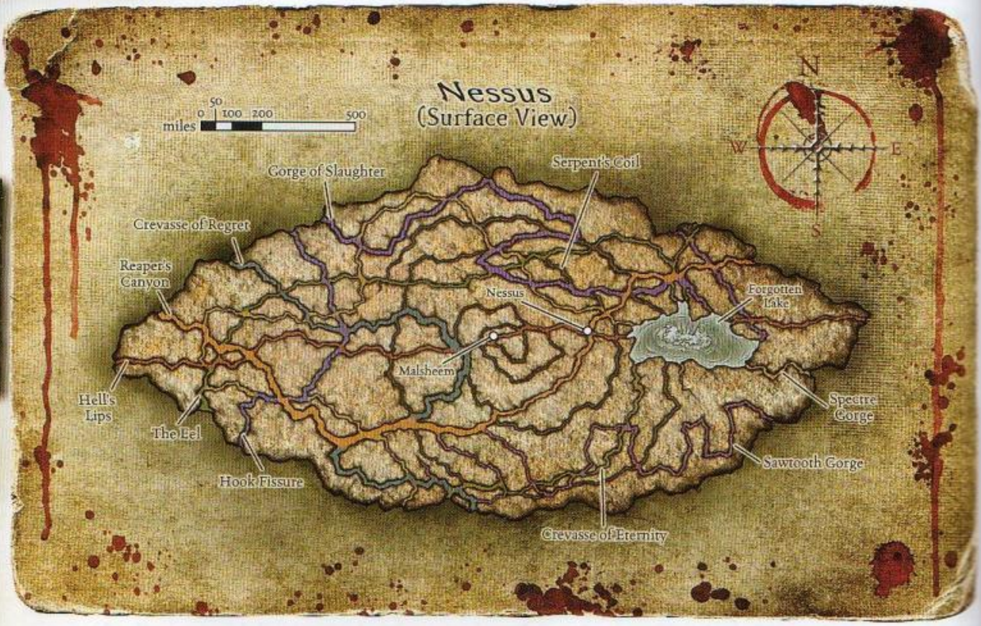
DUKES OF NESSUS

The court of Asmodeus encompasses both unique devils and pit fiends. The former group includes Adramalech (Chancellor of Hell), Phongor (Inquisitor of Nessus), and the commanders Buer, Bune, Morax, Rimmon, and Zagum. The latter group includes Alastor (Executioner of Nessus), Baalberith (Majordomo of the palace of Asmodeus), and Martinet (Constable of Nessus).

DIRECTIONS IN BAATOR

Like all the other Outer Planes, Baator lacks a natural reference to define its compass points. So in keeping with his lawful mindset, Asmodeus has decreed the orientation of directions in his realm based on an arbitrarily chosen point. Accordingly, all maps in this book use his chosen compass rose. Denizens of Baator have internalized this sense of direction and refer easily to north, east, south, and so on without reflecting on the lack of foundation underlying such directions.

Because of the arbitrary nature of Baator's compass, senses and magical effects that determine directionality do not automatically work there. After determining where the local version of north lies, a visitor can orient himself to Baator's directions by making a successful DC 15 Concentration check. Thereafter, his innate sense of direction (if any), and that of his spells or magic items, matches Asmodeus's decreed orientation.



RESIDENT DEVILS

The population of Nessus has proportionately more greater devils and fewer least devils than any other layer. Pit fiends, horned devils, amnizus, paeliryons, and pleasure devils predominate.

OTHER DENIZENS

Hell hounds, especially the Nessian warhound variety, bound across the plains and canyon floors of Nessus in search of intruders to maul. With the exception of some fiendish animals and vermin, very few nondevils can be found on Nessus.

IMPORTANT LOCATIONS

The key locations of Nessus are described below. Travel to any of these places is unauthorized. Only Asmodeus can issue letters of safe transit through his realm, and he has never done so. (Some mighty adventurers have been invited to Nessus, but never under a guarantee of safety or hospitality.) Guardians that are shown letters of safe conduct for this layer attack immediately, knowing them to be false.

Even other devils do not have free rein in Nessus. Devils from other layers can't teleport into it, and its inhabitants can't teleport out. Nondevils can use *plane shift* to get in or out of Nessus, but they should not expect a warm reception.

THE SERPENT'S COIL

Creation myths regarding devils disagree in many particulars, but most fail to mention one incident—Asmodeus's final fall from the upper realms. His route to the Pit remains a part of the Nessian landscape—a spiraling canyon called the Serpent's Coil. Presumably, most of this corkscrewing tunnel was once underground, but over the eons it has collapsed in on itself, leaving a swirling incision on the surface. The canyon becomes deeper with each new curve until it reaches its endpoint, where it becomes incalculably deep. This spot is where Asmodeus sits to this day, scheming, commanding—and bleeding still. Every drop of his spilled blood becomes a greater devil—usually a pit fiend with maximum hit points. Infused with maniacal loyalty, these spawn of Asmodeus patrol the Serpent's Coil, hunting for intruders to eradicate.

OTHER GORGES

The following crevasses and canyons are detailed on the accompanying map.

Gorge of Slaughter: When a pit fiend born of Asmodeus's veins sheds blood, a lower-order devil—most often a barbazu—is born. Many of these creatures, whose lust for violence is second only to that of demons, migrate here.

Hordes of lesser devils congregate along low shelves carved into the canyon walls. When they're not fighting on the floor of this gorge, they watch with screaming glee while other devils rend each other. The strong survive and grow stronger; the weak are eminently replaceable.

Even if they manage to avoid the bloodthirsty hordes, travelers to the Gorge of Slaughter are prone to irrational aggression. After 10 minutes inside the rift, each member of a visiting party must attempt a DC 25 Will save. All creatures failing this save immediately gang up to attack those who succeeded on it. A new round of saves is required every 1d4 hours until the group leaves the gorge.

Hook Fissure: Exceptionally sharp crystal rocks jut from the walls of this crevasse. Each character using these handholds to climb takes 1 point of damage for every 10 feet of vertical travel.

Crevasse of Regret: Mortals of alignments other than lawful evil who approach this gorge with the intention of descending into it feel a twinge of unease, as if even entering such a place would be a transgression against their beliefs. Any character attempting to enter must make a successful DC 25 Will save to continue downward.

The Eel: Great nests of fiendish wasps hang from the walls of this rift, growing especially dense near its western terminus point.

Sawtooth Gorge: Catacombs carved into the walls of this wide fissure house much of Asmodeus's bureaucracy, led by a lewd and sniveling 27-HD amnizu named Manisalik.

Spectre Gorge: Mortals killed here can't be raised or resurrected—at least not immediately. They return in the form of spectres 1d12+4 days after their deaths to attack any former colleagues who were present at their demise. Only after such a spectre is definitively killed does the mortal's soul migrate to its designated resting place. Then it can be brought back from the dead, with only a faint and nagging memory of its temporary existence as a spectre.

Hell's Lips: Mortals venturing through the entrance to this gorge become unnaturally hungry and thirsty. They consume food and water supplies at four times the normal rate.

Reaper's Canyon: Travelers entering this gorge involuntarily shudder when they sense the palpable presence of death. While in Reaper's Canyon, any creature reduced to –1 or fewer hit points immediately takes another 5 points of damage from blood loss. Bleeding characters can't be stabilized unless subjected to a *cure* spell (or similar magic) that brings them to 0 hit points or above.

Crevasse of Eternity: This fissure lacks a finite endpoint. Devils live in the canyon walls but not on its nonexistent floor. A creature that falls into the crevasse that is not caught or given some kind of aerial rescue vanishes, falling for days until it finally dies of thirst or starvation.

FORGOTTEN LAKE

The River Styx drops down from Cania in a thundering waterfall and collects here in a shallow, fast-draining pool called Forgotten Lake. The Styx's waters then cascade in sheets down the sides of the canyons underlying the lake—Hell's Lips, the Crevasse of Eternity, the Eel, Spectre Gorge, the Gorge of Slaughter, and the Serpent's Coil.

Tributaries of the Styx cover the canyon floors directly below the lake and fill each gorge for approximately another 50 miles in either direction. The Styx's waters are then consumed by the dry earth of Nessus, only to reappear in the neighboring evil plane of Gehenna.

The waterfall kicks up a thick, oily mist that billows up over the lake. Adventurers who come within a half-mile of the lakeshore can thus inhale the water in microscopic droplets, or it can seep into their pores. Either sort of exposure necessitates the same saving throw as a character would have to make for ingesting or falling into the waters of the Styx (see page 39).

In legend, Forgotten Lake is known as the place where beautiful memories go to die. Even the most despicable of the damned can recall a few transitory moments of sweetness or tranquility in their mortal lives. These thoughts, once shorn from their owners, are the hardest for the corrupt waters of the Styx to break down. The excess beautiful memories fall down into the Forgotten Lake and are finally broken apart here, under its churning waterfall.

For a few transitory moments, visual representations of these splendid recollections appear suspended over the lake's surface. Thus, a character might see a sylvan glade, a stunning elf maiden in robes of flowing white, or a laughing, innocent child running through a field of wildflowers. Then these images are brutally torn apart, apparently by grasping tentacles, devouring insects, or nets of suffocating chain, each link of which is covered in razor-sharp hooks. These images of horror are so disturbing that even a character who understands their true nature might suffer an intense emotional jolt. Anyone who sees one of these images and fails a DC 25 Will save is shaken for 2d4+2 rounds.

MALSHEEM

The stunningly vast citadel known as Malsheem sits at the juncture of Hell's Lips and Reaper's Canyon. The main structure, built of stone and Baatorian green steel, stretches in an X-shape for miles along the floors of both gorges. Additional chambers and garrisons have been created by digging deep into the canyon walls. If Malsheem ever collapsed, millions of devils would die in the crush of rock, but since the citadel was designed by Asmodeus himself, fears of such an event seem foolish.

Malsheem houses Asmodeus's vast army, which swells in number every time he sheds a drop of blood. These forces are restricted for his personal use, when the moment comes to storm the heavens.

The citadel and its connecting tunnel complexes are so large that a map of them would run to thousands of pages. Adventurers occasionally find documents purporting to map small portions of it, but these are undoubtedly bogus.

FORTRESS NESSUS

At the endpoint of The Serpent's Coil sits Fortress Nessus, Asmodeus's bleak citadel. Built up around the crater where he finally landed after the fall, the fortress is a place of paradoxical splendor and bleakness. Every surface is decorated with precious metals, rare fabrics, and gems of astonishing size, but a sense of regret and despair permeates its well-appointed hallways. Though Asmodeus can summon any devil from anywhere to serve him, his fortress seems uninhabited. Vast hallways appear to stretch for miles, and muffled noises echo emptily through the corridors. Despite its apparent lack of residents, however, the sound of weeping constantly seeps through the walls.

Mortals who spend time in the Fortress of Nessus are often seized by a powerful melancholy. Anyone failing a DC 40 Fortitude save becomes listless and distracted and takes 1d6 points of Wisdom damage, 1d4 points of Intelligence damage, and 1d6 points of Charisma damage. This damage heals of its own accord 12 hours after the affected creature leaves the layer.

MAGICAL LOCATION: TABJARI

Jutting from the side of Reaper's Canyon is a copper citadel called Tabjari that is accessible only from tunnels inside the earth. These tunnels are elaborately trapped, because the fortress contains a treasure that Asmodeus must protect at all costs. No devils patrol the halls surrounding Tabjari, because the treasure exerts a disturbing influence on evil outsiders.

Tabjari's deepest vault houses Asmodeus's original copy of the Pact Primeval, struck between himself and the primal deities of law. Its divine energy suffuses the entire complex, radiating an overwhelming aura that is not only lawful, but at the same time ineffably good and unspeakably evil. The fact that these last two energies are present in equal measure defies all known metaphysical principles, but they are juxtaposed all the same. Any character perceiving this aura must make a successful DC 30 Will save or become *confused* for 2d4+2 rounds.

The residual energy of the lawful good deities slowly leaches the cruelty from nearby devilkind. Any devil spending 6 hours within 1,000 feet of the Pact Primeval must make a successful DC 30 Will save or suffer a spontaneous one-rank demotion. Lemures failing the save dissipate into faint traces of evil energy and are destroyed forever. Thus, the only living guardians of the sacred pact are mortal cultists of Asmodeus who were plucked from their planes of origin to protect it.

By decree of all the lawful deities, a copy of the Pact Primeval must remain forever on Baator. Two other copies exist under similar guard—one in Mechanus and one on Celestia. Each of these documents is impervious to destruction, but if it were somehow removed from its rightful plane, the powers of law would be significantly undermined, and chaos would be strengthened.

Brave pilgrims still occasionally seek out the pact—not to steal it, but because its hiding place is a magical location of considerable power.

Lore: Characters with ranks in Knowledge (the planes) or Knowledge (religion) can research Asmodeus's copy of the Pact Primeval to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 15: The Pact Primeval is the agreement signed by the lawful deities that established the system of punishment for the damned. Asmodeus, who ruthlessly exploits its loopholes, cherishes it as the root of his power over mortals.

DC 20: Removing the pact from its vault in Tabjari is all but impossible. If anyone did manage it, the power of law would suffer a devastating blow at the hands of chaos.

DC 25: Those who enter the vault merely to pay due respect to the principles of law can derive the power to smite chaos and excel in the application of law.

Description: Asmodeus has ensured that his copy of the pact is extraordinary difficult to transport by encasing it inside an enormous ruby, 10 feet high and 6 feet wide, that weighs more than 20 tons. It lies in the deepest vault of the copper citadel. The entire fortress was built around the ruby, which is much too large to go through the doors.

Prerequisite: Characters must overcome ferocious opposition ranging from murderous traps to determined devil cultists to enter the hallowed vault of Tabjari.

Location Activation: To gain the power of Tabjari, a character must touch the ruby holding the pact with the bare skin of her right hand and recite aloud the three-hundred-word preamble, which is written in an archaic form of the Celestial tongue. For a nonlawful character, doing so constitutes a 5-point act of obeisance.

Recharge: After granting its special abilities, the pact cannot do so again for another 9 years.

Special Ability: The pact confers the following set of abilities.

Any melee weapon the character wields deals an extra 2d6 points of damage to chaotic outsiders.

Any spell the character casts that deals damage to one or more creatures deals an extra 2d6 points of damage to chaotic outsiders. In the case of area spells, only one chaotic outsider takes the extra damage, but the caster can specify which is affected.

The character gains a +4 bonus on any Charisma-based skill checks made in the course of a legal proceeding, or in conjunction with a Knowledge check made to find or interpret a law.

Duration: These abilities last for 99 days, after which a character can renew them for another 30 days by committing an act of obeisance.

Aura: Overwhelming law, evil, and good.

Ability Value: 10,000 gp.

NESSUS ENCOUNTERS

The following wilderness encounters should divert the players as they wait for Nessus's limitless hordes of advanced pit fiends to annihilate their characters.

HELL'S FURIES

This encounter occurs while the group scales a canyon wall.

Two winged creatures suddenly erupt out of a fissure in the rock wall. They seem to be skirmishing, but upon noticing you, they stop their battle and swoop in your direction.

These two erinyes regularly patrol the upper reaches of the Nessian canyons in search of intruders. They generally hide inside caves and fissures waiting for enemies to draw within range, then attack while their targets are trying to climb the walls. Their last victim wore a particularly nice bejeweled bracelet that the two have been squabbling over for the past hour. They set aside their differences when fresh prey comes into view.

Rather than attack directly, they use their claws to cut the ropes of all the climbers but one, which they attempt to seduce. The Armor Class of any section of rope more than 5 feet away from its climber is 12. A single successful hit severs the rope and sends the climber plummeting to the canyon floor. See the rules for recovering from falls and catching falling characters (PH 69). The erinyes target apparent spellcasters first, but if they are struck by ranged weapon fire capable of dealing damage, they switch targets to focus on the characters who injure them.

LURKER BY THE SHORE

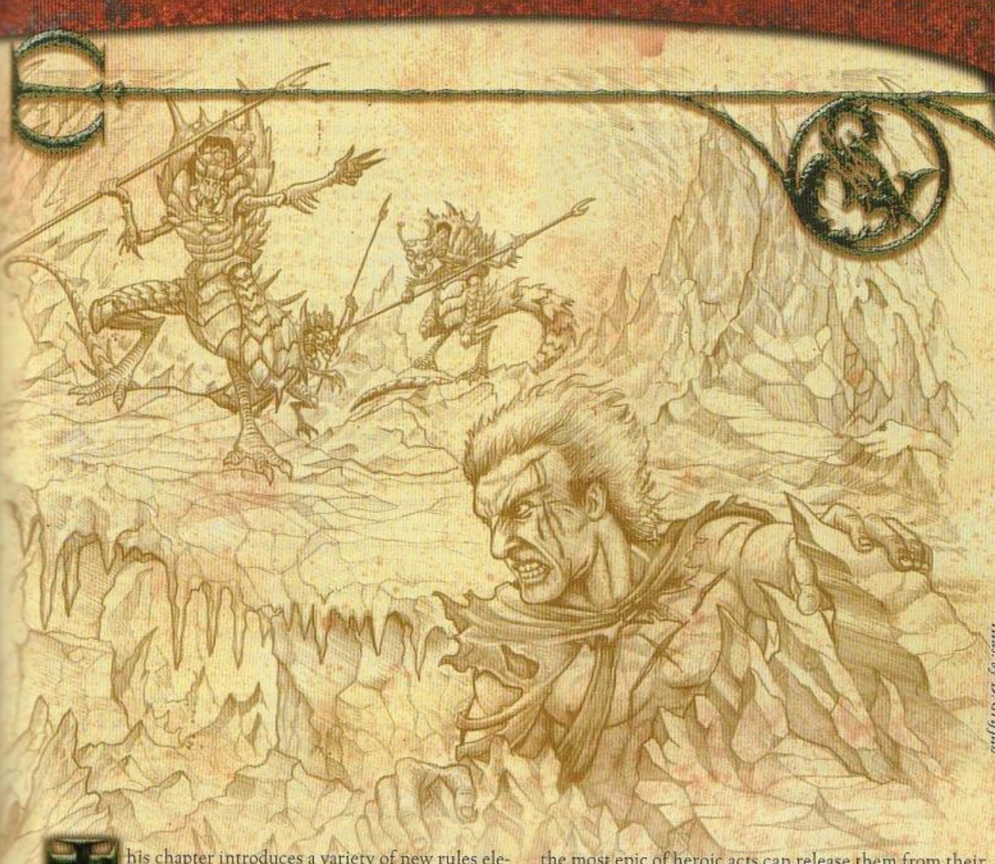
This encounter takes place on the shores of Forgotten Lake.

Baator's swirling darkness is momentarily pierced by an eruption of pure, soothing light. This nimbus surrounds a creature struggling to free itself from the turbid waters of the Styx. A unicorn, its snow-white hide stained by pollution and rotting seaweed, screams in equine panic. Then a net of chains appears from the lake and pulls it down, piercing its flesh with a thousand rusty hooks.

The unicorn isn't real; it's a residual memory that was momentarily visible before it was consumed by the waters of Forgotten Lake.

When mortals approach the lake, Abhooth the xerfilstyx (page 138) takes opportunistic advantage of these memory images. It hides beneath the lake's inky, foaming waters and waits for prey to approach so that it can attack with surprise.

Abhooth wants no subtle amusements from visitors. It simply wishes to kill them with all the brutal efficiency it can muster.



Illus. by D. Griffith

This chapter introduces a variety of new rules elements for your game. It includes a new race, prestige classes and feats for PCs, new feats designed specifically for devils, and a selection of new spells.

NEW RACE: HELLBRED

"I bear this burden alone. You cannot save me."

—Tybalt the Cursed

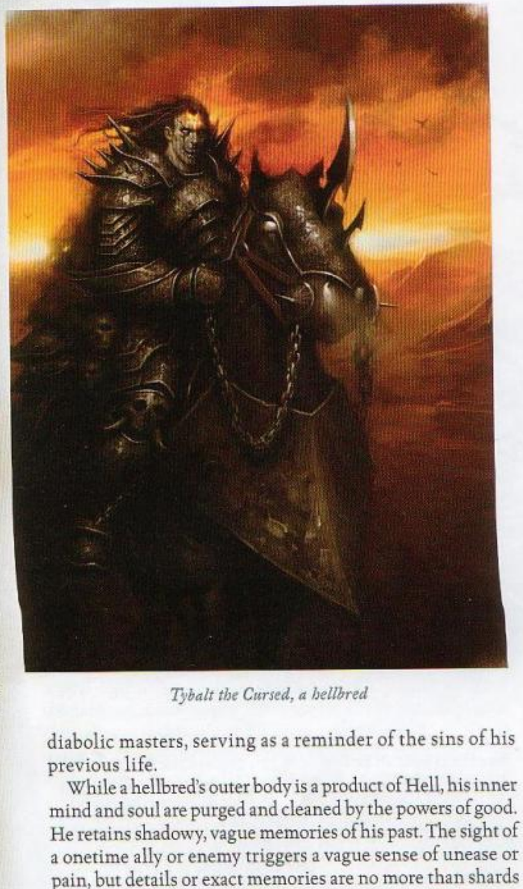
Sometimes, a soul recognizes the great evil he committed in life and truly wishes to repent. Most of these unfortunates become spectres that haunt Dis, repenting only as they realize their true fate. Others ascend to the heavens, having sought forgiveness before it was too late. Hellbred fall in the middle. They repent in the moment before their condemnation to Hell, yet too late to find salvation. The lords of good and justice, suspicious that the condemned soul merely seeks escape for selfish reasons, instead reincarnate the individual to give him one last chance at salvation. In exchange, this newborn creature, called a hellbred, gains impressive powers to better thwart the minions of Hell and maybe—in some way—prove his worth to the gods of good to gain clemency. The dukes of Hell do not forget those who have escaped their clutches. A hellbred faces a difficult path to salvation, but he fights in the name of justice with unmatched fervor.

Most hellbred are truly damned, despite their best efforts. While they sought repentance, they asked for it too late. Only the most epic of heroic acts can release them from their bond to Hell. Thus, a hellbred embarks on one seemingly doomed or impossible quest after another. A hellbred must prove his worth to the lords of good, but the laws encoded in the Pact Primeval ensure that only the most exceptional hellbred ascend to the celestial planes. Most still end up in Hell, where devils await to extract a hideous price for their daring. A hellbred must complete a truly legendary act—such as singlehandedly saving a city from invaders, destroying a duke or archduke of Hell, annihilating a potent artifact of evil, and so forth—to earn salvation. Most die long before achieving such goals, as they throw themselves into their crusade with the reckless abandon of the damned.

THE SCOURGING

The Scourging transforms a character into a creature known as a hellbred. The powers of good and evil—warring for a hellbred's soul—rend and twist him into a new form.

His physical form is that of a humanoid with dark red, smooth skin, or sometimes green scales. A hellbred usually has horns, though their exact form varies. He might have a single horn in the center of his forehead, a pair of short, stubby horns, or large horns similar to those of a ram. His eyes shine with a sinister, red glow. These physical aspects are a parting gift from a hellbred's onetime



Illus. by Daarken

Tybalt the Cursed, a hellbred

diabolic masters, serving as a reminder of the sins of his previous life.

While a hellbred's outer body is a product of Hell, his inner mind and soul are purged and cleaned by the powers of good. He retains shadowy, vague memories of his past. The sight of a onetime ally or enemy triggers a vague sense of unease or pain, but details or exact memories are no more than shards of a split second of the past. Freed from the burden of guilt and the influences of those who drove him to evil, a hellbred is free to seek his own path.

HELLBRED RACIAL TRAITS

All hellbred share the following racial traits:

- Humanoid (Hellbred): Hellbred are humanoid creatures, despite their monstrous appearance.
- Infernal Mien (Ex): Hellbred have a sinister presence. They gain a +2 racial bonus on Intimidate checks.
- Evil Exception (Ex): Regardless of alignment or class restrictions, a hellbred can cast spells with the evil descriptor and never gains negative levels while wielding evil magic items, such as unholy weapons or *demon armor*. This ability does not shield a hellbred from losing access to class features if he violates a class's code of conduct. For example, using a *+1 unholy longsword* to slay orcs would not violate a hellbred paladin's code of conduct, though using the weapon to kill another paladin would.
- Hellbound (Su): A devil has a claim on a hellbred's soul. As a result, a hellbred can be restored to life only by a *resurrection* spell or greater magic.
- Devil's Favor: A hellbred gains Devil's Favor as a bonus feat for which it does not need to meet the prerequisite. See the new feats section later in this chapter for information on devil-touched feats.
- Infernal Aspect: Upon completing the Scourging, a hellbred chooses one of the following aspects to manifest. Once the choice is made, it cannot be changed.

  Body (Ex): A hellbred who chooses body as his infernal aspect gains a +4 bonus on saves against poison. In addition, he gains a +2 bonus to Constitution and takes a –2 penalty to Intelligence. The process of the Scourging strengthens his body but weakens his mind.

  At 4 HD, he gains a bonus devil-touched feat.

  At 14 HD, he gains another bonus devil-touched feat.

  Spirit (Su): A hellbred who selects the spirit aspect acquires infernal senses, gaining darkvision out to 30 feet and a +2 racial bonus on Sense Motive checks. In addition, the process of the Scourging leaves him with a strong mind but a weak body. The hellbred gains a +2 bonus to Charisma and takes a –2 penalty to Constitution.

  At 6 HD, his darkvision extends to 60 feet.

  At 9 HD, his darkvision extends to 120 feet.

  At 12 HD, he gains the ability to see in darkness, even that created by a *deeper darkness* spell.

  At 15 HD, he gains telepathy out to 100 feet. (See *MM* 316 for details.)
- Automatic Languages: Infernal. Hellbred gain the ability to speak Infernal upon their transformation, but they do not lose the ability to speak languages they previously knew before the Scourging.
- Favored Class: Paladin. A multiclass hellbred's paladin class does not count when determining whether he takes an experience point penalty for multiclassing. Furthermore, hellbred paladins can leave that class and return to it without penalty.

HELLBRED SOCIETY

Hellbred are the accursed, the damned, and the outcast. They are loners, cast-offs of their former societies. Despite their noble intentions, many see them as abominations. Thus, most societies shun hellbred.

Alignment: Hellbred are almost always lawful good. A few are chaotic good or neutral good. Hellbred are fully dedicated to eradicating evil.

Lands: Hellbred have no lands of their own. Few can endure being ostracized by people they now defend, so many choose to wander, taking in the beauty of the mortal world before meeting their fate. All hellbred must contend with the inner revulsion of what they once were, so they seek lands where the baatezu have the most influence, hoping to unravel their plans.

Settlements: Lacking the numbers or society to found settlements of their own, hellbred congregate in encampments. Many lead crusaders to vanquish the servants of Hell. Hellbred camps are always orderly and neat, reflecting the disciplined leaders that form such groups.

Beliefs: Hellbred are deeply devout individuals. Because of their choice, they have gained the tools to destroy their gravest foes and earned a chance to find a place on one of the celestial planes. Many hellbred revere St. Cuthbert, taking strength from the promise of justice he offers, but most embrace the valor inherent in Heironeous. Many hellbred turn to Phieran, the deity of suffering, endurance, and perseverance, since the Tortured God understands their sacrifice and celebrates their martyrdom (*Book of Exalted Deeds* 26).

Relations: So long as hellbred keep their nature concealed, they have little problems interacting with other races. Certainly, the somber pall hanging about these characters makes such interactions subdued, but most individuals are at least cordial. Hellbred learn to find the good in all creatures, seeing past monstrous exteriors to judge individuals on their merits. They find friendship in unexpected places, often with members of other outcast races, such as half-orcs. Many of these individuals remain good despite the prejudice and bigotry they must face. Reformed drow, tieflings, or the rare good-aligned gnoll, goblin, or hobgoblin often prove constant companions.

HELLBRED CHARACTERS

Hellbred are both intelligent and charismatic, being natural leaders despite the curse they bear.

Adventuring Hellbred: Time is short for a hellbred. In all likelihood, no reward waits for him at the end of his life—no blessing, no warm heavenly welcome. All he has to look forward to is an eternity of suffering, the subversion of his character, or utter annihilation and absorption by the Nine Hells. As a result, a hellbred strives to achieve great deeds of heroism. He struggles against evil in all its forms to prove his worth and virtue in the slim hope that he can escape certain doom.

A hellbred holds good-aligned adventurers in high esteem. He sees in them individuals who share his values and beliefs. On the other hand, treasure seekers and thieves are scum, and a hellbred might be unfriendly or even hostile in his dealings with such mercenaries.

Character Development: Given the abilities available to a hellbred, any feat that adds or enhances existing abilities can only help him. Many a hellbred character does well to pursue the paladin class. If so, a hellbred's potentially high Charisma score grants additional uses of turn undead. By also taking divine feats, he can spend turn attempts to aid his fight against the forces of Hell in a variety of ways.

Character Names: Upon transformation, hellbred retain their first names, but replace their last with something fitting for their new nature.

Surnames: Covenant, Devilbrood, Doomdriven, Heavenrent, Hellbound, Martyr, Soullost.

ROLEPLAYING A HELLBRED

Hellbred are intense characters. Evil is a real and active force, and they live to oppose it. They don't work well with those who dabble in evil, and are quick to destroy those who embrace wickedness.

Personality: Brooding and grim, hellbred are not known for their levity. They approach every situation with seriousness. They are champions of good, stalwart defenders of the innocent, and they have little tolerance for corruption, dealing with evil with their swords rather than discussion.

Roleplaying Application: Sulk frequently. Try not to laugh at jokes, and certainly don't crack them yourself. Try to focus on the mission. Be all business, all the time.

Behaviors: Hellbred are methodical about everything they do. They are patient and careful, always aware of the threats arrayed against them. They rarely rush headlong into a fight, taking time to make sure every angle is covered. A mistake in a battle can lead to death—and a nonstop trip to Hell.

Roleplaying Application: You're not likely to offer quarter, but you should accept it when asked. Before getting involved in combat, be sure to consider every angle. Take a strong role in planning your group's actions.

Language: Sparing with their words, hellbred are not conversationalists. They are obsessed with the fight against evil, and their conversations tend to slip back to a discussion about one infernal plot or another. Some hellbred proselytize, evangelizing to their companions.

Roleplaying Application: Listen more than talk. When you do speak, it should be important. Hellbred can be depressing people, so couch your statements in terms of doom, temptation, and virtue.

HELLBRED ENCOUNTERS

The following statistics present a typical hellbred encounter. These characters tend to be loners, champions of good against impossible odds. A hellbred can be an adversary, rightly or wrongly suspecting a party of terrible wickedness, or an ally, a powerful companion to help defeat a particularly vile foe.

EL 10: Tybalt roams the wilderness in search of evil to vanquish.

TYBALT THE CURSED CR 10

Male hellbred paladin 10
LG Medium humanoid (hellbred)
Init –1; **Senses** darkvision 120 ft.; Listen +2, Spot +2
Aura courage (10 ft., allies +4 fear), good (10th)
Languages Common, Infernal, empathic link

AC 23, touch 10, flat-footed 23
(–1 Dex, +9 armor, +3 shield, +1 deflection, +1 natural)
hp 73 (10 HD)
Immune disease, poison
Fort +11 (+15 against poison), **Ref** +5, **Will** +8

Speed 20 ft. (4 squares) in full plate, base speed 30 ft.
Melee *+1 longsword* +14/+9 (1d8+4/19–20) or
Melee mwk silvered longsword +14/+9 (1d8+3/19–20)
Ranged mwk composite longbow +10/+5 (1d8+2/×3)
Base Atk +10; **Grp** +13
Atk Options Cleave, Mounted Combat, Power Attack, Ride-By Attack, smite evil 3/day (+3 attack, +10 damage)
Special Actions lay on hands 30 points/day, turn undead 6/day (+3, 2d6+7, 7th)
Combat Gear *wand of cure light wounds* (50 charges)
Paladin Spells Prepared (CL 5th):
2nd—*bull's strength*
1st—*bless weapon, protection from evil*
Spell-Like Abilities (CL 10th):
At will—*detect evil*
2/week—*remove disease*

Abilities Str 16, Dex 8, Con 12, Int 10, Wis 14, Cha 16

SQ evil exception, infernal aspect (body), share spells, special mount 1/day, 20 hours (heavy warhorse), strong aura of good

Feats Cleave, Devil's Favor*, Devil's Stamina*, Mounted Combat, Power Attack, Ride-By Attack

*New feats described later in this chapter

Skills Diplomacy +16, Ride +12

Possessions combat gear plus *+1 full plate*, *+1 heavy steel shield*, *+1 longsword*, masterwork silvered longsword, masterwork composite longbow (+2 Str bonus) with 20 silver arrows, *ring of protection +1*, *amulet of natural armor +1*, *gauntlets of ogre power*

Hook "Back to Hell, fiend!"

NIGHT TERROR **CR —**

Male heavy warhorse

N Large magical beast (augmented animal)

Init +1; **Senses** low-light vision, scent; Listen +7, Spot +6

Languages empathic link

AC 24, touch 10, flat-footed 23
(–1 size, +1 Dex, +4 armor, +10 natural)

hp 60 (8 HD)

Resist improved evasion

Fort +10, **Ref** +7, **Will** +4

Speed 40 ft. (8 squares) in scale barding, base speed 60 ft.; Run

Melee 2 hooves +10 each (1d6+5) and bite +5 (1d4+2)

Base Atk +6; **Grp** +15

Abilities Str 20, Dex 13, Con 18, Int 7, Wis 13, Cha 6

Feats Diehard, Endurance, Run

Skills Listen +7, Spot +6

Possessions scale barding, military saddle, bit and bridle

HELLBRED ADVENTURES

Hellbred are most likely to pursue adventures featuring evil outsiders as the principle villains. As lost souls seeking redemption, however, hellbred will never turn down an opportunity to destroy any villain. Also, despite the race's tendency for straightforward smiting, a hellbred's potentially high Charisma score makes investigation-style adventures eminently suitable.

- The PCs learn of a man possessed by a demon who has been waging a private war against a temple. After some investigation, the PCs learn the man is in fact a hellbred, and he's seeking to purge the corruption from within an otherwise good organization.
- To complete a profane ritual, a cult of Mammon has been snatching people from the city streets for ghastly sacrifices in their subterranean temple. The PCs must breach the villains' defenses, fight past their infernal minions, and stop the ritual before it's too late.
- Mephistopheles makes a move against Asmodeus, turning the armies guarding the portal to Nessus against the Lord of the Ninth. While this terrifying war rages in the Nine Hells, the same battle rages in secret on the Material Plane. The characters find themselves caught in the middle of a vicious series of assassinations and attacks that threaten to destabilize the kingdom.

New Feats

To combat devils, an adventurer must be prepared to walk down a dark road of lies and deception. She must be vigilant in her faith and armed with the proper weapons if she hopes to retain her immortal soul.

By the same token, devils develop a variety of combat techniques to counter their enemies. This section features a variety of feats usable only by devils and their minions.

DEVIL-TOUCHED FEATS

A few of the feats in this chapter belong to a new category of feats called devil-touched feats. These feats reflect the insidious nature of the baatezu, as they tempt and corrupt mortals, offering characters a sample of infernal power without necessarily making them evil. Devil-touched feats are open only to humanoids and monstrous humanoids. After selecting a devil-touched feat, you can no longer use or select exalted feats (see *Book of Exalted Deeds*). Also, each devil-touched feat selected imposes a –1 circumstance penalty on all Charisma-based skill checks made to interact with good creatures and animals.

DIVINE FEATS

The feats in this category share a number of characteristics that restrict them to certain classes or class combinations. First, they all have as a prerequisite the ability to turn or rebuke undead. Thus, they are open to clerics, paladins of 3rd level or higher, and members of a prestige class or creatures that have the ability.

Second, the force that powers a divine feat is the ability to channel positive or negative energy to turn or rebuke undead. Each use of a divine feat costs you a minimum of one turn or rebuke attempt from your number of attempts per day. If you don't have any turn or rebuke attempts left, you can't use a divine feat. Turning or rebuking undead is a standard action (unless you have a special ability that says otherwise). These feats often take a standard action to activate, but might require other actions as specified. Regardless, you can activate only one divine feat (or use the ability to turn or rebuke undead once) per round, though overlapping durations might allow you the benefits of more than one divine feat at a time.

Third, turning or rebuking undead is a supernatural ability and a standard action that does not provoke attacks of opportunity, but counts as an attack. Activating a divine feat is also a supernatural ability and does not provoke attacks of opportunity unless otherwise noted in the feat description. Activating a divine feat is not considered an attack unless the feat's activation could be the direct cause of damage to a target. Divine Justice, for example, adds 2d6 points of damage to all melee attacks, but does not directly deal damage to an opponent upon its activation. It is not itself an attack.

FEAT DESCRIPTIONS

The new feats mentioned on Table 3–1 are described below in alphabetical order.

BRAND OF THE NINE HELLS

You gain an infernal brand, a symbol proclaiming you as the property of an archdevil. This brand might be a physical symbol, or it could be a strange change in your body's structure.

Prerequisites: Lawful evil, devil.

Benefit: When you select this feat, choose an archdevil to whom you have sworn fealty. You gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks made against denizens of that archdevil's layer, but take a –2 penalty on the same checks made against denizens of other layers. In addition, you gain a +2 bonus on Intimidate checks.

The brand grants an additional benefit, depending upon the archdevil with which it is associated.

Bel: The brand of Bel is a cold iron longsword or greatsword (your choice) that glistens with green hellfire. This weapon deals normal damage appropriate to your size, plus an extra 1d6 points of damage against good-aligned creatures, or an extra 2d6 points of damage against demons. You are proficient with this weapon, even if you normally lack weapon proficiency with the longsword or greatsword.

Dispater: In keeping with your lord's fearful paranoia, you grow a pair of eyes in the back of your head. You cannot be flanked, nor can you be caught flat-footed.

Mammon: The brand of Mammon allows you to better play the careful game of balance necessary of all devils. When faced with mighty foes, you grovel and ask for mercy. Against weaker enemies, you show no quarter. If you attack an opponent with more HD than you, you automatically begin to project an aura of pity in a 30-foot radius around you. All creatures in this area must make Will saves (DC 10 + 1/2 your HD + your Cha modifier) or take a –2 penalty on attacks against you. They see you as weak, pathetic, and barely worth the effort of slaying.

Creatures with fewer HD than you, or any creature at half its maximum hit points or less (even one with more HD than you), suffer a different effect from this aura. These creatures become shaken (Will negates, DC 10 + 1/2 your HD + your Cha modifier) as you take on a ghastly, enraged aspect in their eyes. A creature with more HD than you that is subsequently reduced to half hit points must make a new save against this version of your aura. If it fails, the creature becomes shaken but it no longer takes the –2 penalty on attack rolls described above (if it failed its save against the first aura effect).

This aura is a mind-affecting ability. A creature needs to save against each version of the aura only once every 24 hours. The aura's effect last as long as a creature is within its area.

Fierna and Belial: The brand of Fierna and Belial consumes you, infesting your thoughts with sinister urges. Once per round, you can use a melee touch attack to bestow these dark impulses on another creature. The target of this ability must make a Will save (DC 10 + 1/2 your HD + your Cha modifier). If it fails this save, the target is dazed for 1 round, lost in starry dreams of endless treasure, arcane might, and wishes fulfilled. You can use this mind-affecting ability once every 1d4 rounds.

Levistus: The brand of Levistus grants you a mystical link to that trapped archdevil's prison. Once per day as a swift action, you become encased in armor of ice. You gain resistance to cold 20, and all of your natural attacks deal an extra 1d6 points of cold damage. This benefit lasts for 10 minutes.

Glasya: The brand of Glasya fills you with power, drawn from the shuddering remains of the Hag Countess. Once per day, you can activate this ability as a swift action. You gain fast healing 3 for 1 minute. Pulpy, tumorous flesh erupts from your wounds to seal your injuries.

Baalzebul: This brand causes your body to sweat a glistening slime. You gain a +4 bonus on grapple and Escape Artist checks. Your natural attacks deal an extra 1d6 points of acid damage.

Mephistopheles: The brand of Mephistopheles burns with unholy energy. Three times per day, as a swift action, you can invoke those flames to wreathe your body. For 1 round, all of your natural attacks deal an extra 1d6 points of fire damage. If you are grappled or struck by an unarmed attack, your attacker takes 1d6 points of fire damage. At the start of each of your turns, any creatures in squares adjacent to you take 1d6 points of fire damage.

Asmodeus: The brand of Asmodeus fills you with power and authority. Three times per day as a swift action, you can use *command*, as the spell, as a spell-like ability.

Special: Once a character gains a brand of the Nine Hells, it can never gain the brand of another archdevil.

Nondevils can gain this feat, and the feats that require it as a prerequisite, by performing a particularly useful act for an archduke of Hell. This option is unavailable to player characters (unless a DM rules otherwise).

DEVIL'S AURA [DEVIL-TOUCHED]

Your close association with diabolic powers stains your soul. By focusing your power, you can cause other creatures to become unsettled and nervous in your presence.

Prerequisites: Cha 13, Intimidate 9 ranks, Devil's Favor.

Benefit: You can generate an aura of fear for 1 round as a swift action. All living creatures within 10 feet must succeed on a Will save (DC 10 + 1/2 your HD + your Cha modifier) or become shaken for 1d3 rounds. Multiple exposures to the same aura have no additional effect. The aura lasts for 1 round.

You can use this ability a number of times per day equal to the total number of devil-touched feats you have selected, including this one.

DEVIL'S FAVOR [DEVIL-TOUCHED]

You have entered into an infernal pact with a dark power. In return for an indelible stain on your soul, and possibly an eternity of torment in Hell, you gain the ability to call upon the powers of Hell to aid your efforts.

Prerequisite: Pact with devil.

Benefit: When you attempt an attack, save, or check of any sort, you can beseech the dark powers to aid you. You gain a +2 bonus on the attack, save, or check.

You can use this ability a number of times per day equal to the total number of devil-touched feats you have selected, including this one.

TABLE 3–1: NEW FEATS

General Feats	Prerequisites	Benefit
Brand of the Nine Hells	Lawful evil, devil	Gain benefit based on allegiance to a Lord of the Nine
Mark of Avernus	Brand of the Nine Hells, allegiance to Bel	Once/encounter, make melee or ranged attack, or use a spell-like ability as an immediate action
Mark of Cania	Brand of the Nine Hells, allegiance to Mephistopheles	When you fail at an attack, gain cumulative bonus on attacks, saves, checks until you succeed
Mark of Dis	Brand of the Nine Hells, allegiance to Dispater	Your starting square is not threatened, +4 to AC or on a save as immediate action 1/round
Mark of Maladomini	Brand of the Nine Hells, allegiance to Baalzebul	Issue pool of filth that forces Balance checks and causes creatures to become sickened
Mark of Malbolge	Brand of the Nine Hells, allegiance to Glasya	Gain fleshy tumors that can give you a variety of benefits
Mark of Minauros	Brand of the Nine Hells, allegiance to Mammon	Gain +2 bonus on charge attacks, and your starting square is not threatened
Mark of Nessus	Brand of the Nine Hells, allegiance to Asmodeus	An enemy must make a Will save before it can attack you, or it must target another foe
Mark of Phlegethos	Brand of the Nine Hells, allegiance to Belial or Fierna	When you take damage, you can gain bonuses on attacks, saves, or checks
Mark of Stygia	Brand of the Nine Hells, allegiance to Levistus	Do not need to make Balance checks on slippery surfaces, deal +1d6 cold damage, other benefits
Dilate Aura	Aura ability	Once/encounter, double range of your aura
Rapid Regeneration	Regeneration ability	Regeneration increases by 1
Supernatural Instincts	Combat Reflexes	Creature using a supernatural ability provokes attack of opportunity from you
Undo Resistance	Sneak attack, sudden strike, or skirmish ability	Deal sneak attack with cold iron weapon and reduce a creature's spell resistance
Vengeful Surge	Iron Will	When you save against a spell or a spell-like or supernatural ability, gain +2 on damage against creature that targeted you for 1 round
Devil-Touched Feats	**Prerequisites**	**Benefit**
Devil's Favor	Pact with devil	+2 bonus on attack, save, or check 1/day per devil-touched feat you have
Devil's Aura	Cha 13, Intimidate 9 ranks, Devil's Favor	Create aura of fear for 1 round
Devil's Flesh	Con 15, Devil's Favor	Gain bonus to natural armor, Intimidate based on number of devil-touched feats you have
Devil's Sight	Wis 15, Devil's Favor	Gain darkvision 60 ft. and blindsight 30 ft. for 5 rounds 1/day per devil-touched feat you have
Devil's Stamina	Devil's Favor, base Fort save +3	Gain 2 hp per devil-touched feat you have, and 1/day fast healing equal to number of devil-touched feats you have for 5 rounds
Devil's Tongue	Cha 15, Devil's Favor	Daze one creature as standard action 1/day per devil-touched feat you have
Divine Feats	**Prerequisites**	**Benefit**
Divine Censure	Ability to turn undead, good alignment	Cause evil outsiders to become shaken
Divine Defiance	Divine caster level 3rd, ability to turn or rebuke undead	Counter enemy's spell as an immediate action
Divine Justice	Ability to turn or rebuke undead	Deal +2d6 damage with melee attacks against evil outsiders for 1 round
Persistant Refusal	Ability to turn or rebuke undead	Make another save against ongoing effect
Pious Defiance	Ability to turn or rebuke undead	Gain bonus on Will saves equal to 1/2 character level as an immediate action
Metamagic Feat	**Prerequisites**	**Benefit**
Disrupting Spell	—	Your spell interferes with the spellcasting of an enemy

DEVIL'S FLESH [DEVIL-TOUCHED]

Your skin thickens and assumes a scaled, leathery texture that turns aside blows but serves as a clear mark of your taint.

Prerequisites: Con 15, Devil's Favor.

Benefit: You gain a bonus to your natural armor and on Intimidate checks equal to half the number of devil-touched feats you have selected, including this one. If you do not have a natural armor bonus, this feat provides you with one. If you already have one, this feat improves your existing bonus.

In addition, you take a penalty on all Diplomacy checks against good creatures equal to the natural armor bonus provided by this feat.

DEVIL'S SIGHT [DEVIL-TOUCHED]

Your eyes glow red with infernal energy, allowing you to pierce magical darkness.

Prerequisites: Wis 15, Devil's Favor.

Benefit: You gain darkvision out to 60 feet. If you already have darkvision, its range improves by 60 feet. In addition, as a swift action, you can gain blindsight out to 30 feet for 5 rounds.

You can use your blindsight ability a number of times per day equal to the total number of devil-touched feats you have selected, including this one.

DEVIL'S STAMINA [DEVIL-TOUCHED]

Your body is infused with the toughness and fortitude of a devil. You can shrug off attacks that would slay a lesser creature.

Prerequisites: Devil's Favor, base Fortitude save +3.

Benefit: You gain 2 extra hit points per devil-touched feat you have selected, including this one. These hit points add to your maximum hit points, just like hit points from any other source.

In addition, once per day you gain fast healing equal to the number of devil-touched feats you possess for 5 rounds.

DEVIL'S TONGUE [DEVIL-TOUCHED]

You gain a devil's talent for trickery and deceit. Your words form a verbal maze that clouds your opponent's mind. As a physical mark of this ability, your tongue becomes forked like a serpent's.

Prerequisites: Cha 15, Devil's Favor.

Benefit: As a standard action, you can speak soothing words of friendship and amity to any opponent within 60 feet. The target must be able to hear and understand you. The target must make a Will save (DC 10 + 1/2 your HD + your Cha modifier) or be dazed for 1 round. In addition, he is rendered flat-footed.

You can use this ability a number of times per day equal to the number of devil-touched feats you possess. You can choose to spend two uses of this ability to use it as a swift action rather than as a standard action.

This is a mind-affecting, language-dependent, supernatural ability.

DILATE AURA

You can extend the range of your aura.

Prerequisite: Aura ability.

Benefit: Once per encounter, you can double the range of your aura. The expanded aura lasts for a number of rounds equal to your Charisma modifier (minimum 1 round).

DISRUPTING SPELL [METAMAGIC]

You can cast spells that disrupt other caster's magical capabilities.

Benefit: You can alter a spell so it interferes with one or more targets' supernatural and spell-like abilities, as well as any spells they cast. A disrupting spell temporarily reduces the save DC of any spell, spell-like, or supernatural ability the affected creature or creatures can cast or use by 2. The effect of a disrupting spell lasts for a number of rounds equal to the spell's unmodified level. Multiple disrupting spells do not stack. A disrupting spell has no effect on magic items. A disrupting spell uses up a spell slot two levels higher than the spell's actual level.

DIVINE CENSURE [DIVINE]

You can channel divine energy to instill fear in evil outsiders.

Prerequisites: Ability to turn undead, good alignment.

Benefit: You can spend one of your turn undead attempts as a standard action to channel your god's outrage, condemning all evil outsiders within 30 feet. Such creatures must make a Will save (DC 10 + 1/2 your character level + your Cha modifier) or become shaken for a number of rounds equal to your Charisma modifier (minimum 1 round).

DIVINE DEFIANCE [DIVINE]

You can channel divine energy to counter spells without readying an action in advance.

Prerequisites: Divine caster level 3rd, ability to turn or rebuke undead.

Benefit: You can spend one of your turn or rebuke undead attempts as an immediate action to counter a spell or spell-like effect. For example, if an evil cleric targets Jozan with a *hold person* spell, as an immediate action, Jozan can spend a turn undead attempt to counter the spell if he had prepared a *hold person* or *dispel magic* spell.

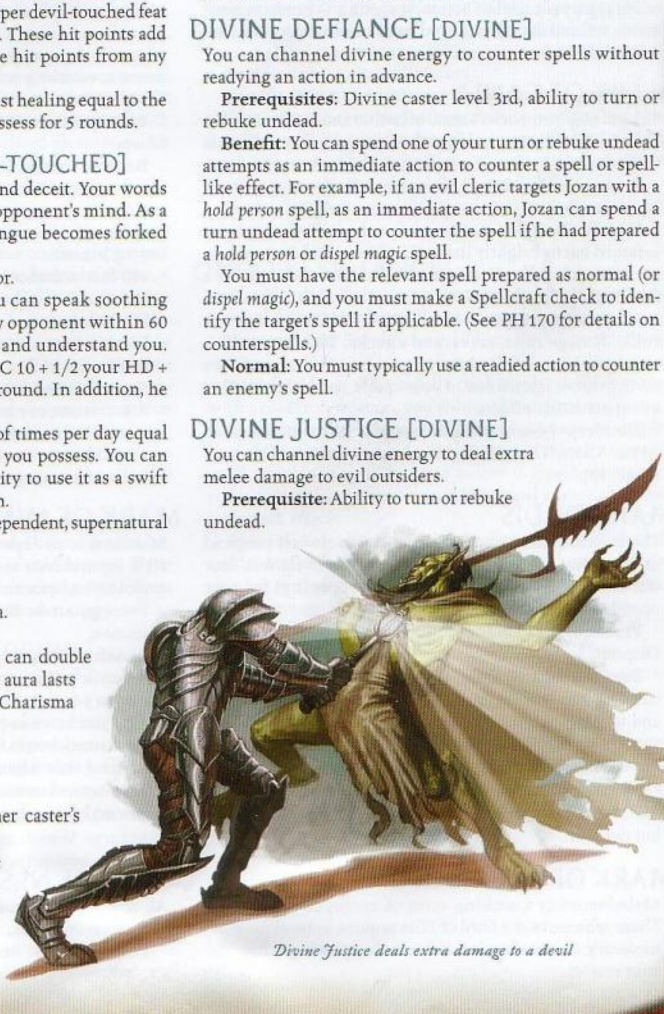
You must have the relevant spell prepared as normal (or *dispel magic*), and you must make a Spellcraft check to identify the target's spell if applicable. (See PH 170 for details on counterspells.)

Normal: You must typically use a readied action to counter an enemy's spell.

DIVINE JUSTICE [DIVINE]

You can channel divine energy to deal extra melee damage to evil outsiders.

Prerequisite: Ability to turn or rebuke undead.



Divine Justice deals extra damage to a devil

Illus. by E. Deschamps

Benefit: As a swift action, spend one of your turn or rebuke undead attempts to deal an extra 2d6 points of damage with all your successful melee attacks against evil outsiders until the end of the round. In addition, evil outsiders struck by one of your attacks while you are using this feat must succeed on a Will save (DC 10 + 1/2 your character level + your Cha modifier) or be shaken for 1 minute.

MARK OF AVERNUS

Your unfailing allegiance to Bel gives you special strategic insights into the best ways to overcome your enemies. By examining your opponents, you can land telling blows.

Prerequisites: Brand of the Nine Hells, allegiance to Bel.

Benefit: You are a master strategist. Once per encounter, you can make a single ranged attack, melee attack, or use one of your spell-like abilities as an immediate action. In addition, whenever you successfully hit an opponent with an attack made as part of a readied action, you gain a +4 bonus on your attack roll and damage roll, and you automatically confirm a critical threat on such an attack.

MARK OF CANIA

Behind Mephistopheles's mask of civility and quick wit burns the fire of frustration and hatred. You acquire this archdevil's temperament, and you can channel it to destroy your foes.

Prerequisites: Brand of the Nine Hells, allegiance to Mephistopheles.

Benefit: The passionate anger for which Mephistopheles is famed burns brightly in you. Each round when you miss on an attack roll or a target successfully saves against a spell, spell-like ability, or supernatural ability you have cast or used, you gain a cumulative +1 bonus on attack rolls, damage rolls, saves, and checks. This bonus lasts until you successfully hit a target or until a target fails a saving throw against one of your spells, spell-like abilities, or supernatural effects.

For every +1 bonus you gain, you also take a –1 penalty to Armor Class. This penalty disappears when the bonus no longer applies.

MARK OF DIS

The infernal attention of Dispater has made you paranoid and cautious, giving you decided advantages in combat. Your attention to detail in battle leaves few openings for your opponents to attack.

Prerequisites: Brand of the Nine Hells, allegiance to Dispater.

Benefit: The only devils that survive for long in the labyrinthine streets of Dis are those with Dispater's preparedness and unflagging paranoia. When you move (and only when you move), the square in which you start your movement is not considered threatened. In addition, once per round, as an immediate action, you can choose to gain a +4 bonus to AC or on a single save. This bonus applies to one or the other, but not both.

MARK OF MALADOMINI

Maladomini is a sinking mire of corruption and filth Those who serve the Lord of Flies acquire some of his most unsavory characteristics. You exude stinking ichor like your master.

Prerequisites: Brand of the Nine Hells, allegiance to Baalzebul.

Benefit: You share the curse of your foul master, Baalzebul. Your body issues forth a steady stream of filth that collects about you. Any creature that enters or leaves a square adjacent to you must succeed on a Balance check (DC 10 + 1/2 your HD + your Con modifier) or immediately stop moving. A creature that fails this check and attempts to keep moving immediately falls prone in its current space. In addition, this slime reeks of decay, excrement, and worse, forcing any living creature within 10 feet of you to succeed on a Fortitude save (DC 10 + 1/2 your HD + your Con modifier) or become sickened for 10 rounds. Regardless of the outcome of the save, a creature cannot again be affected by your stench for 24 hours.

MARK OF MALBOLGE

Malbolge has transformed into a place of disturbing growth and decay. Glasya, the new mistress, has blessed you with the same essence that infects everything in her domain, enabling you to draw power from the remains of the Hag Countess.

Prerequisites: Brand of the Nine Hells, allegiance to Glasya.

Benefit: Your body throbs with a number of fleshy tumors equal to your Constitution modifier +3 (minimum three tumors). Each round, as a swift action, you can draw strength from one of these cancerous growths to gain one of the following benefits:

- +10-foot enhancement bonus to your base speed for 1 round.
- Heal 2d6 points of damage +1 point per Hit Die.
- Increase your natural reach with your melee attacks by 5 feet for 1 round.
- Spray a stream of noxious filth at an adjacent target, forcing that creature to succeed on a Fortitude save (DC 10 + 1/2 your HD + your Con modifier) or become sickened for 1 round.

Spent tumors regrow in 10 rounds.

MARK OF MINAUROS

Mammon is an expert at managing the various powers of Hell. From service to this archdevil, you know when to use explosive violence and when to beat a hasty retreat.

Prerequisites: Brand of the Nine Hells, allegiance to Mammon.

Benefit: Like your master, you know when to fight and when to flee. When making a charge attack, you gain a +2 bonus on your attack roll at the end of the charge for every 10 feet you move as part of the charge (in addition to the normal attack bonus from charging). In addition, when you move (and only when you move), the square in which you start your movement is not considered threatened.

Normal: You gain a +2 bonus on your attack roll at the end of a charge. Withdrawing is a full-round action.

MARK OF NESSUS

All bow before Asmodeus. The Lord of Nessus grants you a hint of his commanding nature.

Prerequisites: Brand of the Nine Hells, allegiance to Asmodeus.

Benefit: Few have the resolve necessary to confront Asmodeus himself, and you have learned to tap into this commanding authority. Whenever a creature would attack you, target you with a spell, or use spell-like or supernatural ability against you, it must first succeed on a Will save (DC 10 + 1/2 your HD + your Cha modifier). If it fails, it must select another target or take some other action. Once an opponent succeeds on the saving throw, it cannot be affected again by your Mark of Nessus for 24 hours.

In addition, once per round as a swift action, you can infuse a single natural attack with hellfire, dealing an extra 1d6 points of damage.

MARK OF PHLEGETHOS

The disturbing infatuation of physical pleasure and pain has indelibly touched your mind, enabling to draw strength from your own suffering, as well as that of others.

Prerequisites: Brand of the Nine Hells, allegiance to Belial or Fierna.

Benefit: You gain your master's or mistress's penchant for perverse sensuality. Whenever you take or deal damage, you gain 1 pleasure point. You can spend a single pleasure point as a swift action to gain a +4 bonus on your next attack roll, save, or ability or skill check. Accumulated pleasure points disappear at the end of the encounter.

MARK OF STYGIA

Levistus demands that his servants work endlessly to extract him from his icy tomb. From your time on the glacier, you have learned to use your environment to best advantage.

Prerequisites: Brand of the Nine Hells, allegiance to Levistus.

Benefit: Those who serve Levistus are accustomed to the inhospitable cold and ice of Stygia. You never need to make Balance checks when on slippery or severely slippery surfaces, and you can move at full speed over any terrain that would ordinarily require a Balance check.

Whenever both you and an opponent stand on icy or frozen surfaces, you gain a +4 bonus on attack rolls and damage rolls.

Finally, each round as a swift action, you can limn a weapon you wield with Stygian cold for 1 round. On a successful hit, this weapon deals an extra 1d6 points of cold damage. If the weapon is made of Baatorian green steel (see page 99), it deals an extra 2d6 points of cold damage instead.

PERSISTENT REFUSAL [DIVINE]

You can channel divine energy to make a second save against an effect that specifically targets you.

Prerequisite: Ability to turn or rebuke undead.

Benefit: As a swift action, spend one of your turn or rebuke undead attempts to make another save against any effect that targets you and has a continuing duration. For example, on his turn, a cleric with this feat who fails a saving throw to resist the effect of a *hold monster* spell can spend a turn undead attempt as a swift action to attempt another save.

PIOUS DEFIANCE [DIVINE]

You can channel positive or negative energy to firm your resolve.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can spend a turn or rebuke attempt as an immediate action to gain a bonus on Will saves equal to 1/2 your character level for 1 round.

RAPID REGENERATION

You regenerate more rapidly.

Prerequisite: Regeneration ability.

Benefit: The amount of nonlethal damage removed by your regeneration ability increases by 1.

Special: You can select this feat multiple times. Its effects stack.

SUPERNATURAL INSTINCTS

Your uncanny insight enables you to take advantage of the subtle opportunities created when an opponent uses supernatural abilities against you.

Prerequisite: Combat Reflexes.

Benefit: When a creature you threaten uses a supernatural ability, it provokes an attack of opportunity from you. Unlike a spell or spell-like ability, though, a successful hit does not require the target to succeed on a Concentration check to continue to make use of the supernatural ability.

Normal: Supernatural abilities do not provoke attacks of opportunity.

UNDO RESISTANCE

You learn to use cold iron weapons to unravel your opponent's magical defenses with a well-placed sneak attack.

Prerequisite: Sneak attack, sudden strike, or skirmish ability.

Benefit: If you successfully deal sneak attack damage with a cold iron weapon, you reduce the target's spell resistance by 1 point per die of sneak attack damage. Multiple uses of this feat stack. Undo Resistance can reduce a target's spell resistance to 0, but not below 0. Spell resistance reduced in this manner returns to normal 1 hour after the last sneak attack.

Special: You also gain this benefit with skirmish and sudden strike damage. Your DM might also allow you to use this feat with similar special abilities that grant you extra dice of damage against flat-footed or flanked opponents.

VENGEFUL SURGE

Opponents who target you with magical effects risk sparking your ire.

Prerequisite: Iron Will.

Benefit: Whenever you make a successful saving throw against a spell, spell-like ability, or supernatural effect, for 1 round you gain a +2 bonus on damage rolls against the creature that targeted you.

Prestige Classes

Though most adventurers recognize the baatezu as enemies, few commit their entire lives to battling these fiends. Those characters who do are hardy adventurers, their abilities honed to pierce the deception and double-talk employed by devils. Such individuals also arm themselves with weaponry designed to overcome a devil's defenses.

HELLBREAKER

"They steal our souls, I steal their stuff. That's fair, right?"
—Trienath Salazar, hellbreaker

Hellbreakers are consummate adventurers. Called thieves by their detractors and heroes by their apologists, they specialize in infiltrating infernal strongholds and relieving them of their treasures. To this end, they develop a number of abilities and fighting techniques useful for combating the legions of Hell.

BECOMING A HELLBREAKER

Rogues likely make the best hellbreakers, since they have access to both Bluff and Sense Motive as class skills and gain the fastest sneak attack progression. Many hellbreakers also have ranger levels, since the favored enemy ability complements those gained from this prestige class. Others dabble in forbidden magic, having one or more levels of binder or truenamer (*Tome of Magic*) to augment their other class features. A spellthief (*Complete Adventurer*) does well in this class too, as does a ninja, though it takes longer for both classes to meet the entry requirements.

Entry Requirements

Alignment: Any chaotic.

Skills: Bluff 8 ranks, Knowledge (the planes) 4 ranks, Sense Motive 8 ranks.

Language: Infernal.

Feats: Combat Expertise, Improved Feint, Undo Resistance*.

Special: Sneak attack +2d6, skirmish +2d6, or sudden strike +2d6.

*New feat described above.

CLASS FEATURES

A hellbreaker dismantles a creature's magical abilities. By sacrificing sneak attack damage, she can steal their spell-like and supernatural abilities. She can foil divination spells and make it harder to cast conjuration spells, and when she needs to slip away, she can catch a ride on another caster's teleportation spell or step onto another plane.

Mantle of Darkness (Ex): You can make Hide checks in any kind of darkness, even when observed by creatures that can see in darkness.

Telepathic Static (Su): Beginning at 1st level, you emit a field of psychic chatter out to a range of 20 feet, negating the telepathy ability of all creatures within range. In addition, divination spells and spell-like abilities cast or used in the area are impeded. To use divination magic, a caster must succeed on a Spellcraft check (DC 20 + the level of the spell). If the check fails, the spell or spell-like ability does not function but is still lost as a prepared spell, spell slot, or daily use. If the check succeeds, the spell functions normally. You can suppress this ability for 1 round as a free action.

Table 3–2: The Hellbreaker — **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Mantle of darkness, telepathic static
2nd	+1	+0	+3	+3	Steal spell-like ability
3rd	+2	+1	+3	+3	Sneak attack +1d6
4th	+3	+1	+4	+4	Stowaway
5th	+3	+1	+4	+4	Neutralize spell-like ability
6th	+4	+2	+5	+5	Sneak attack +2d6
7th	+5	+2	+5	+5	Foil summoning
8th	+6	+2	+6	+6	Steal supernatural ability
9th	+6	+3	+6	+6	Sneak attack +3d6
10th	+7	+3	+7	+7	*Plane hop*

Class Skills (6 + Int modifier per level): Appraise, Bluff, Escape Artist, Gather Information, Hide, Intimidate, Knowledge (the planes), Listen, Move Silently, Search, Sense Motive, Spot, Tumble.

Steal Spell-Like Ability (Su): Starting at 2nd level, you can use a sneak attack to temporarily steal a creature's spell-like ability. If you hit an opponent with a sneak attack, you can choose to forgo 2d6 dice of sneak attack damage and instead gain one use of one of the target's spell-like abilities. If the target is willing, you can steal a spell-like ability with a touch as a standard action (you do not need to damage a willing target).

This spell-like ability can originate from the target's class, race, template, or any other source, and can be of any spell level up to a maximum of 1/2 your class level. You can select a specific spell-like ability to borrow; otherwise, the DM chooses the ability at random. If the ability has a limited number of uses per day, the target must have at least one such use left, or you can't steal the ability. If the target can't use its ability (such as a summoned devil's summon ability), you can't steal it. If you steal and use an ability with limited uses per day, your use of the ability also counts as one use for the target creature.

You can use a stolen spell-like ability once. For all purposes (caster level, save DC, and so on), treat the spell-like ability as if the creature whose ability you stole were using it. You must use the stolen spell-like ability within 1 minute of acquiring it, or it is lost. Until you use the ability (or until 1 minute elapses), the target cannot use the stolen ability.

If you have a similar ability, such as the spellthief's steal spell-like ability (*Complete Adventurer* 19), you can steal two spell-like abilities at once, but each is subject to its respective spell level restriction. Once you have stolen a spell-like ability, you cannot use neutralize spell-like ability (see below) until you have used the stolen ability.

Sneak Attack: Beginning at 3rd level, you deal extra damage when you are flanking an opponent or at any time when a target would be denied its Dexterity bonus to AC. This extra damage applies to ranged attacks only if a target is within 30 feet. (See the rogue class feature, *PH* 50.)

This extra damage increases to +2d6 at 6th level and +3d6 at 9th level. If you have levels in another class that grants sneak attack damage, the extra damage stacks.

Stowaway (Su): From 4th level on, you can hitch a ride on a conjuration (teleportation) spell or spell-like ability cast or used within 30 feet of you. If the target is unwilling, you must succeed on a level check with a DC of 10 + the caster level of the effect as an immediate action. If the target is willing, this ability functions automatically. When the spell is cast, you appear wherever the caster appears, in the same position you were at the time of the spell's casting. If this would force you to appear in a solid object, you appear in the nearest open available space. If the conjuration spell has variable results, such as *teleport,* you suffer the same effect as the caster.

Neutralize Spell-Like Ability (Su): Beginning at 5th level, you gain the ability to neutralize one of a target's spell-like abilities. This ability functions like the steal spell-like ability class feature, except you do not gain the ability to use the spell-like ability. Instead, you prevent the target from using the ability for a number of rounds equal to your class level. You cannot use this ability while holding a stolen spell-like ability. You can neutralize any number of spell-like abilities.

Foil Summoning (Su): At 7th level, your telepathic static intensifies so that you also impede conjuration (calling) and conjuration (summoning) spells and spell-like effects within 20 feet. See telepathic static, above, for details.

Steal Supernatural Ability (Su): From 8th level on, you can steal supernatural abilities. This ability functions like the steal spell-like ability class feature. While in possession of a stolen spell-like or supernatural ability, you cannot use steal spell-like ability, steal supernatural ability, or neutralize spell-like ability again until you lose access to the stolen ability (by discharging it or after 1 minute, whichever comes first).

Plane Hop (Sp): At 10th level, you can use *plane shift* as an immediate action once per day. This ability functions like the spell, but it has a range of personal and a target of you.

PLAYING A HELLBREAKER

You don't put a lot of stock in rules and regulations; you just don't trust them. Too much order stifles creativity, and worse, encourages tyranny. That's why you focus your efforts on fighting devils. You don't pursue this path for moral reasons—well, maybe a little—but because devils are the worst tyrants of all. These creatures want nothing more than to sink their claws into the souls of innocents, promising them all sorts of wonderful things only to pull the rug out from under them. When a person finally realizes she has been duped, it's too late—she's already a slave.

Your loathing of devils has led you to other like-minded people. Now, you're not part of an organization—that requires too much structure. Instead, you form a loose confederation of adventurers that puts its various talents to good use. You're all committed to fighting devils, though you know people's motives vary a great deal. You and your allies raid cult strongholds, hidden enclaves, and even sometimes make expeditions to the Nine Hells. There, you rob your marks blind and slip away before anyone notices. You know your actions infuritate the devils, which is what makes spending so much time figuring out ways past their defenses worthwhile.

Combat

You can fight devils better than nearly anyone. Most of your class features are keyed to combat specific advantages found in all devils. In particular, your steal spell-like ability feature allows you to neutralize key strengths such as *summon baatezu* or a devastating charm or compulsion spell-like ability that can wreak havoc on an adventuring party. Once you have neutralized one of a devil's most potent tools, you should work with your allies to set up a flank so you can maximize your damage output.

Don't sell yourself short, though. You are not a one-trick character. You are just as effective against other creatures that use spell-like and supernatural abilities. At low to mid-levels, you can leave a devil crippled and punch holes in its hide, while the heavy hitters in your group pound away. If one opponent tries to get away, you have the means to catch a ride with it wherever it's going, and finish the creature off.

Advancement

Not everyone can be a hellbreaker. It takes a certain sort of person to commit to a life of fighting devils. It takes rage, hatred, and a thirst for vengeance. You, and others like you, despise tyrants. You might have been a slave at one time, or maybe you suffered along with many other people under a brutal regime. At some point, you had enough. You did your research, looking for someone to punish. There, buried under a heap of planar lore, you found the very authors of tyranny—the devils.

Making the decision to become a hellbreaker wasn't easy, but once you made it, you were sure you were on the right path. You probably studied under another hellbreaker to learn the trade, but you also learned a lot on your own. You figured out how to touch the planar harmonics to interfere with telepathic communication. You learned how to hide from even the most perceptive eyes. Little by little, you haphazardly picked up how to pluck the most treasured abilities from your opponents and exploit them.

As a hellbreaker, you should invest in feat choices that improve your attack rolls and mobility. Spring Attack, Mobility, and Weapon Focus all improve your chances at successfully crippling your opponent. Improved Initiative is also vital, since it allows you to control the battlefield more effectively by striking before a devil is prepared. Don't neglect Hide and Move Silently, and be sure to keep putting ranks in Tumble, since this skill enables you to maneuver more effectively.

Resources

Being a thief at heart, you travel in shady circles, getting to know all sorts of unsavory types. The criminal underworld often contains specialists, much like yourself, who concern themselves with bigger prizes. Fighting devils requires a certain understanding of their society, their thinking, and their interests, so you spend much of your free time studying and learning from people who have crossed devils in the past. In time, you develop a reputation for such knowledge yourself and other hopeful hellbreakers come to seek you out.

HELLBREAKERS IN THE WORLD

"I've known a few hellbreakers in my time, and I'll tell you, they're all mad. Oh sure, they start lucid enough, stealing a forbidden tome from a cultist in a city and then drifting over to some village to help a group of mercenaries break up a coven of devil-worshippers. But at some point, they all break. They start dreaming bigger than they should. All they talk about is thwarting some archdevil, Pelor bless us all. Then, they up and disappear, never seen or heard from again."

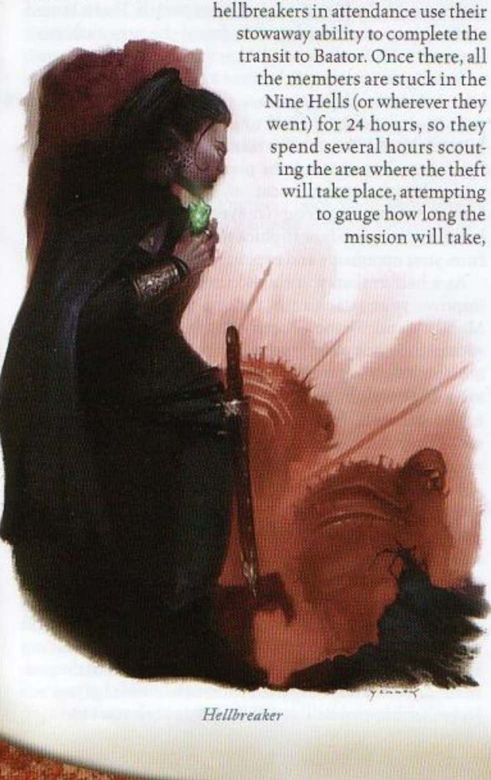
—Corby Naysayer, adventurer

Hellbreakers are rare and mysterious individuals. Though the idea of the hellbreaker spans many different races and cultures, they lack any sort of real organization. Hellbreakers might sometimes band together for a particularly tough mission, but they are more likely to join up with nonhellbreakers to benefit from a diverse assortment of capabilities.

Organization

Hellbreakers, when they do organize into groups, do so for brief stints, usually only for a single mission. The reason is simple. Hellbreakers have dangerous enemies, and sticking with the same allies for too long invites disaster. Worse, if a devil gets revenge against several hellbreakers at once, no one remains to pass on the trade. That said, certain jobs demand a level of cooperation, especially when a mission involves a foray into Hell.

In such instances, the highest-level hellbreaker organizes the team. If she has the *plane hop* class feature, the other hellbreakers in attendance use their stowaway ability to complete the transit to Baator. Once there, all the members are stuck in the Nine Hells (or wherever they went) for 24 hours, so they spend several hours scouting the area where the theft will take place, attempting to gauge how long the mission will take, determine the mission objectives, and devise an exit strategy. Once all the pieces are in place, they strike quickly, grab what they came for, kill a few devils for good measure, and escape back to the Material Plane. Once home, they go their separate ways to protect the participants of the heist.



Hellbreaker

Illus. by K. Tanner

NPC Reactions

For the most part, no one knows about the hellbreakers; if they did, most folk wouldn't believe the stories anyway. Who could possibly believe a person would make a living robbing devils and their minions? Those who encounter these audacious individuals find them erratic and unpredictable, making most people who know about them unfriendly at best. Trafficking with fiends, regardless of the cause, is dangerous work, and most sane people try to distance themselves from reckless fools who bring down such violence on their own heads.

HELLBREAKER LORE

Characters with ranks in Knowledge (the planes) can research hellbreakers to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Hellbreakers are thieves who specialize in robbing devils.

DC 15: While hellbreakers can circumvent a devil's keen senses, they are said to come into their own when they can steal a devil's magic.

DC 20: Hellbreakers are known to latch onto teleportation magic, crossing vast distances through little effort of their own. In fact, the most powerful ones are thought to be able to step onto entirely new planes of existence with nothing more than a thought.

DC 30: Characters who achieve this level of success can learn important details about a specific notable hellbreaker, the areas where she operates, and the kinds of activities she undertakes.

Tracking down a hellbreaker is not easy; members of the class like to stay hidden. To locate someone who knows about hellbreakers, a character must succeed on a DC 25 Gather Information check and spend 3d10 gp in bribes. From there, the character can gain directions to the last known community where a hellbreaker operated. Upon traveling to this new location, a character must succeed on a DC 20 Gather Information check and spend the same amount in bribes. This process continues for 1d6 communities until a hellbreaker finally seeks the character out.

HELLBREAKERS IN THE GAME

The hellbreaker class is an excellent avenue for stealth-oriented characters to retain that role, as well as find a place in an adventuring party that actively confronts devils regularly. This class enables a character to continue to develop sneak attack, while providing interesting uses for such a staple ability.

Be sure to provide opportunities for a hellbreaker to use her class features. The easiest way to do this is to increase the number of opponents that have multiple spell-like or supernatural abilities. Each time the player gets to use steal spell-like ability, her character becomes more dynamic and gains extra opportunities to be an effective participant in the game. If the campaign is not focused on the Nine Hells and its inhabitants, consider using more infernal foes or run a few side adventures to keep the character invested in this class.

Adaptation

The hellbreaker class focuses on a character designed to combat devils. However, you can easily change the emphasis by modifying the flavor text. A hellbreaker could become an angel hunter, a sinister villain that preys upon good-aligned outsiders. A hellbreaker could also be a demonslayer, a hardened veteran of the Blood War who uses subterfuge to bring down the Abyss's most psychotic killers. Alternatively, you could adapt this class to make a hellbreaker a dragonslayer, a character who infiltrates a dragon's lair, takes what he wants, and slips away. Since a hellbreaker's class features deal with removing spell-like and supernatural abilities, the class is equally effective against any creature that has these abilities. You might want to make some small changes, though, such as replacing telepathic static with a similar ability that scrambles *tongues* or some similar continuous effect. In any event, the hellbreaker is a dynamic class that can be easily adapted to fit your campaign needs.

Sample Encounter

PCs aren't likely to fight a hellbreaker in combat, unless a hellbreaker serves demons in her crusade to conquer hell, which is certainly a viable archetype. Hellbreakers are more likely to be temporary allies—unpredictable characters who join an adventuring party for a very specific mission.

EL 12: Trienath Salazar is on the run. A veteran of many forays into the bowels of Hell, she has gained several powerful enemies, including a pit fiend named Zaebos, whom she believes is one of the Dark Eight. Knowing this fiend is hot on her trail, she offers to sell the PCs goods (pick any magic items with a total of 10,000 gp) stolen from her most recent mission. If the characters seem honorable and forthright, she might offer to join them for a time, hoping to benefit from greater numbers.

TRIENATH SALAZAR CR 12

Female tiefling ninja (*Complete Adventurer*) 6/hellbreaker 6
CN Medium outsider (native)
Init +5; **Senses** darkvision 60 ft.; Listen +13, Spot +13
Aura telepathic static (20 ft.)
Languages Common, Dwarven, Elven, Infernal, Orc

AC 25, touch 19, flat-footed 20
(+5 Dex, +3 class, +2 armor, +3 shield, +1 deflection, +1 natural)
Miss Chance 20% *ki* dodge
hp 68 (12 HD)
Resist cold 5, electricity 5, fire 5
Fort +6, **Ref** +15, **Will** +11

Speed 30 ft. (6 squares); great leap
Melee *+1 cold iron short sword* +14/+9 (1d6+1/19–20)
Ranged mwk shuriken +14/+9 (1d2)
Base Atk +8; **Grp** +8
Atk Options Combat Expertise, Improved Feint, Undo Resistance, neutralize spell-like ability, sneak attack +2d6, steal spell-like ability, sudden strike +3d6
Special Actions ghost step (invisible), *ki* power 5/day, *ki* dodge, stowaway
Combat Gear *elixir of hiding, elixir of sneaking, oil of keen edge, potion of cure moderate wounds, potion of invisibility*, 3 *potion of sanctuary*
Spell-Like Abilities (CL 12th):
1/day—*darkness*

Abilities Str 10, Dex 20, Con 14, Int 14, Wis 14, Cha 9
SQ mantle of darkness, poison use, telepathic static, trapfinding
Feats Anarchic Heritage (*Planar Handbook* 38), Combat Expertise, Improved Feint, Undo Resistance*, Weapon Finesse
*New feat described on page 85
Skills Appraise +8, Balance +7, Bluff +16, Climb +2, Diplomacy +3, Disable Device +6, Disguise –1 (+1 acting), Hide +22, Intimidate +1, Jump +8, Knowledge (the planes) +6, Listen +13, Move Silently +20, Search +11, Sense Motive +10, Spot +13, Survival +2 (+4 follow tracks), Tumble +18, Use Magic Device +3
Possessions combat gear plus *+2 buckler, +1 cold iron short sword*, 5 masterwork shuriken, *ring of protection +1, amulet of natural armor +1, bracers of armor +2, cloak of Charisma +2, gloves of Dexterity +2*, 21 gp

Ghost Step (Su) Trienath can spend one use of *ki* power as a swift action to become invisible for 1 round.
Great Leap (Ex) Trienath treats all Jump checks as if she were running and has the Run feat.
Ki Dodge (Su) Trienath can spend one use of *ki* power as a swift action to gain concealment (20% miss chance) for 1 round.
Sudden Strike (Ex) As sneak attack, but only when target is denied its Dexterity bonus to AC.

Hook "You didn't need that, did you?"

HELLFIRE WARLOCK

"It is not the weapon that is evil, but the wielder."
—Galena Todrick, hellfire warlock

The hellfire warlocks are a secretive group of specialist warlocks who have mastered hellfire, a dangerous energy found only in the Nine Hells. By tapping into this infernal power, these characters learn to infuse their eldritch blasts and magic items that they wield with the dark power of hellfire.

BECOMING A HELLFIRE WARLOCK

Prospective hellfire warlocks must fulfill strict requirements to gain entry to the class, making this prestige class exclusive to warlocks. While most characters who pursue the hellfire warlock class are otherwise single-class warlocks, multiclass warlocks with wizard levels are also common. Multiclass warlock/rogues, warlock/clerics, or even warlock/fighters are also possible, but entry into the prestige class is restricted until higher levels.

ENTRY REQUIREMENTS

Skills: Intimidate 6 ranks, Knowledge (the planes) 12 ranks, Spellcraft 6 ranks.
Language: Infernal.
Warlock Invocation: Must know *brimstone blast* or *hellrime blast*.

Table 3–3: The Hellfire Warlock **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Invoking
1st	+0	+0	+0	+2	*Hellfire blast* +2d6	+1 level of existing invoking class
2nd	+1	+0	+0	+3	*Hellfire blast* +4d6, hellfire infusion, resistance to fire 10	+1 level of existing invoking class
3rd	+2	+1	+1	+3	*Hellfire blast* +6d6, *hellfire shield*	+1 level of existing invoking class

Class Skills (2 + Int modifier per level): Concentration, Disguise, Intimidate, Knowledge (arcana), Knowledge (the planes), Knowledge (religion), Spellcraft, Use Magic Device.

CLASS FEATURES

The hellfire warlock class offers great power at the expense of versatility. This prestige class presents a focused approach to tap the power of the Nine Hells, though often at a grave price. As they advance, these warlocks can access greater uses of hellfire, including the ability to infuse magic items with the power of hellfire and lash out with the fires of Hell against any foe that strikes them.

Hellfire Blast (Sp): Whenever you use your eldritch blast ability, you can change your *eldritch blast* into a *hellfire blast*. A *hellfire blast* deals your normal *eldritch blast* damage plus an extra 2d6 points of damage per class level. If your blast hits multiple targets (for example, the *eldritch chain* or *eldritch cone* blast shape invocations), each target takes the extra damage. This damage is not fire damage. Hellfire burns hotter than any normal fire, as described in the sidebar on page 119.

Each time you use this ability, you take 1 point of Constitution damage. Because the diabolical forces behind the power of hellfire demand part of your essence in exchange for this granted power, if you do not have a Constitution score or are somehow immune to Constitution damage, you cannot use this ability.

Invoking: At each level, you gain new invocations known, increased damage with *eldritch blast*, and an increase in invoker level as if you had also gained a level in the warlock class. You do not, however, gain any other benefit a character of that class would have gained.

Resistance to Fire 10 (Ex): At 2nd level, you gain resistance to fire 10. This resistance stacks with any resistance to fire you have gained from warlock class levels.

Hellfire Infusion (Su): Starting at 2nd level, you can infuse magic items that you wield with the power of hellfire. Whenever you use a charged magic item (such as a wand or a staff), you can apply one of the following metamagic effects to your next use of the item: empower, enlarge, widen, or energy substitution. These effects work just like the metamagic feats of the same name (the Energy Substitution feat is described on page 79 of *Complete Arcane*). Using hellfire infusion is a swift action. You can use this ability a number of times per day equal to your Charisma modifier (minimum one). When you infuse an item with hellfire, it glows briefly with fiery symbols that are disturbing to look upon.

Hellfire Shield (Sp): Starting at 3rd level, you can call up hellfire to surround yourself with a protective barrier. Whenever someone directs a melee attack against you, you can, as an immediate action, aim a blast of hellfire at that creature. This blast deals damage equal to your *eldritch blast* (including bonus damage from the *hellfire blast* ability). This blast automatically strikes the target, which can attempt a Reflex saving throw for half damage (DC 10 + 1/2 your character level + your Cha modifier).

Each time you use this ability, you take 1 point of Constitution damage. Because the diabolical forces behind the power of hellfire demand part of your essence in exchange for this granted power, if you do not have a Constitution score or are somehow immune to Constitution damage, you cannot use this ability.

PLAYING A HELLFIRE WARLOCK

You walk a dangerous path. Each use of hellfire brings you ever closer to death. You must be vigilant in your resolve and resist using this terrible magic recklessly. Since you wield the power of Hell itself, others are suspicious at best and downright hostile at worst. They fail to understand why you would use such power willingly and how you can resist its allure.

Combat

Using the abilities granted by this prestige class carries dangerous consequences. The Consitution damage that results from the use of your powers can be healed, and many hellfire warlocks carry *wands of lesser restoration* to compensate for the draining nature of their power. However, the hit point loss that results from Constitution damage can be the difference between living and dying in a close-fought combat, so restrict use of these abilities to when you are confident doing so will have a meaningful effect on a battle's outcome.

Advancement

Hellfire warlocks enter this class after being exposed to some infernal agency. Witnessing the power inherent in hellfire creates a strong attraction many find too strong to resist. It's possible you were one of these types, or maybe you stumbled across hellfire while experimenting with *eldritch blast*.

Once you take your first level in this class, it's best to invest in the Use Magic Device skill so you can easily use items that heal the Constitution damage that you take.

Resources

Hellfire warlocks lack any formal community, since they are often loners by nature, sequestering themselves away to further study and refine their techniques. Baatezu target you and your colleaques with promises of assistance, magic, and even combat support. Their motives are clear, but they offer great power and often compelling reasons to join them.

HELLFIRE WARLOCKS IN THE WORLD

> *"The offering of hellfire is yet one more way the fiends have worked their claws into our world. Each mortal who thinks to master this fell power is yet one more fool offering his soul to the Lord of the Eighth."*
>
> —Alód the Traveler, planeshifter

Most hellfire warlocks whom the PCs encounter have likely already succumbed to the temptations of evil. Usually minions in the service of an infernal cult, they lead groups of thugs or devils against good organizations or to hunt down and destroy adventurers. Only in the rarest circumstances does a hellfire warlock resist these temptations and use her power to advance the cause of good.

Organization

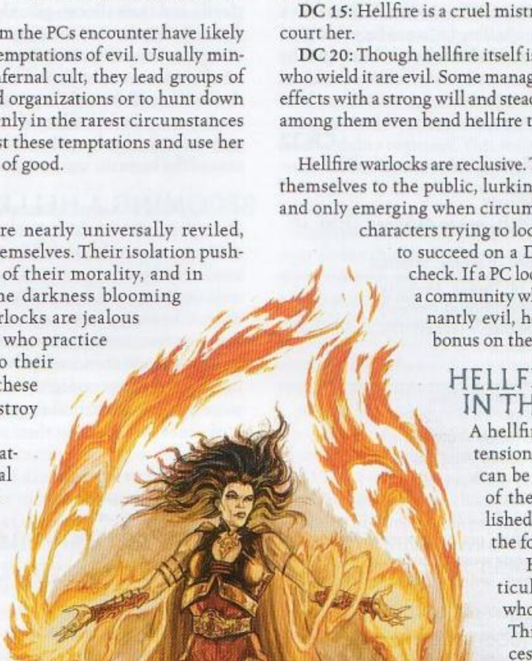
Since hellfire warlocks are nearly universally reviled, these characters keep to themselves. Their isolation pushes them to test the limits of their morality, and in time, most succumb to the darkness blooming within them. Hellfire warlocks are jealous and petty. They see others who practice their dark art as threats to their prominence and power, so these characters are swift to destroy their rivals.

Some hellfire warlocks attach themselves to infernal cults, believing that through service to an archfiend, they can increase their knowledge and skill. Hellfire warlocks act as guardians and enforcers in such organizations, valued for their combat capabilities.

NPC Reactions

Even those hellfire warlocks who shy away from evil in the face of such wickedness meet scorn and derision in the world. Warlocks are generally not trusted, and those who willingly use the tools of evil for any reason are tantamount to the fiends themselves in the minds of most folk. Hence, most hellfire warlocks conceal their natures, using their infernal powers only when forced.

So long as a hellfire warlock maintains her anonymity, she finds others are indifferent. Those who become aware of her capabilities immediately become unfriendly, seeing her as a menace. This animosity extends even to evil creatures, which are often unsure what to make of such a curious character—or see her as a rival to be destroyed.



Galena Todrick, a hellfire warlock

HELLFIRE WARLOCK LORE

Characters with ranks in Knowledge (the planes) can research hellfire warlocks to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Hellfire warlocks use the flames of Hell to power their abilities.

DC 15: Hellfire is a cruel mistress, weakening those who court her.

DC 20: Though hellfire itself is anathema to good, not all who wield it are evil. Some manage to temper the corrupting effects with a strong will and steadfast resolve. The mightiest among them even bend hellfire to serve the forces of good.

Hellfire warlocks are reclusive. They refrain from revealing themselves to the public, lurking at the fringes of society and only emerging when circumstances demand it. Player characters trying to locate a hellfire warlock need to succeed on a DC 25 Gather Information check. If a PC looks for a hellfire warlock in a community whose alignment is predominantly evil, he gains a +2 circumstance bonus on the check.

HELLFIRE WARLOCKS IN THE GAME

A hellfire warlock is a natural extension of the warlock class. One can be a new agent in the armies of the Nine Hells or an established occultists who dabbles in the forbidden.

Hellfire warlocks are particularly attractive to players who enjoy playing antiheroes. This prestige class grants access to otherwise forbidden abilities. This class is also specifically intended for the warlock class, enabling you to expand this potent class in new directions.

Adaptation

As written, a hellfire warlock serves as an extension of the warlock class from *Complete Arcane*. If you don't use this class, you can adapt this prestige class for use with other characters. Exchange the invocations requirement with the ability to cast *fireball*. Instead of improving invocations known, the hellfire warlock improves the character's arcane spellcasting ability by one level per class level. Instead of gaining *hellfire blast*, the character can deal an extra 1d6 points of damage per class level with evocation spells that deal damage. This ability costs the character 1 point of Constitution just like the *hellfire blast* class feature. The character gains the fire resistance, hellfire infusion, and *hellfire shield* abilities as normal.

Illus. by T. Baxa

Sample Encounter

Since hellfire warlocks often give in to evil temptations, player characters are most likely to encounter these characters as adversaries. A hellfire warlock might be part of a powerful strike force employed by a fiendish enemy of the PCs to eliminate the threat they pose.

EL 13: Galena leads a pair of bone devils to destroy the PCs in revenge for some past deed that thwarted her master's plan. She originally became a hellbred to atone for a misspent life, but between her newfound abilities and the magic she employed as a warlock, she succumbed to the lure of infernal power and turned to evil once more.

GALENA TODRICK **CR 12**

Female hellbred warlock (*Complete Arcane*) 9/hellfire warlock 3
NE Medium humanoid (hellbred)
Init +2; **Senses** darkvision 120 ft., see in darkness; Listen +0, Spot +0
Languages Abyssal, Common, Draconic, Infernal

AC 16, touch 14, flat-footed 14; Dodge, Mobility (+2 Dex, +1 armor, +2 deflection, +1 natural)
hp 44 (12 HD); fiendish resilience 1 (1/day); **DR** 2/cold iron
Resist fire 10
Fort +6, **Ref** +8, **Will** +10

Speed 30 ft. (6 squares); Shot on the Run
Melee spear +7/+2 (1d6–1/×3)
Ranged *eldritch blast* ranged touch +10 (6d6) or
Ranged *hellfire blast* ranged touch +10 (12d6)
Base Atk +8; **Grp** +7
Atk Options Point Blank Shot
Special Actions hellfire shield (DC 22)
Combat Gear *oil of curse weapon, potion of protection from good, potion of cure moderate wounds, wand of magic missile* (CL 7th, 50 charges), *wand of lesser restoration* (25 charges)
Invocations Known (CL 12th):
At will—*brimstone blast* (DC 21), *eldritch chain, eldritch cone* (DC 23), *entropic warding, hellrime blast* (DC 22), *see the unseen, spiderwalk*
Spell-Like Abilities (CL 12th):
At will—*detect magic, eldritch blast* (ranged touch +10, 6d6), *hellfire blast* (ranged touch +10, 12d6)

Abilities Str 8, Dex 14, Con 11, Int 14, Wis 10, Cha 22
SQ deceive item, evil exception, hellbound, hellfire infusion, imbue item, infernal aspect (spirit)
Feats Ability Focus (*eldritch blast*), Dodge, Mobility, Point Blank Shot, Shot on the Run
Skills Concentration +9, Intimidate +20, Knowledge (the planes) +14, Knowledge (religion) +5, Spellcraft +14 (+16 decipher scrolls), Survival +0 (+2 on other planes), Use Magic Device +18 (+20 scrolls)
Possessions combat gear plus spear, *ring of protection +2, amulet of natural armor +1, bracers of armor +1, cloak of Charisma +2, vest of resistance +2*

Hook "Die!"

Bone Devils (2): hp 95 each; *MM* 52.

HELLREAVER

> *"I cannot stand by while wickedness spreads, while the fiends destroy our families and our lives. The time for prayer is past. Now is the time for action!"*
>
> —Camren Lighbringer, Hellreaver

Devils and their ilk can go only so far before their actions demand a response. At some point, a devil will destroy enough lives that someone has to take a stand. That someone is often a hellreaver—a warrior whose outrage at the actions of the fiends and their ability to corrupt and seduce without consequence fuels an array of combat abilities. These potent options make these warriors tremendously effective combatants of the baatezu.

BECOMING A HELLREAVER

Though entry into this prestige class demands cross-class skill point expenditures, barbarians gain the most by taking levels in this prestige class. A barbarian's rage ability works well with the holy fury abilities granted by the hellreaver class. Likewise, paladins who become hellreavers find that the class features complement their paladin abilities even though it means abandoning their former class. Good-aligned fighters and rangers might also seek out this class. Finally, some monks and martial clerics find a powerful assortment of abilities that augment their innate capabilities.

ENTRY REQUIREMENTS

Alignment: Any good.
Base Attack Bonus: +5.
Skills: Knowledge (the planes) 4 ranks.
Feats: Power Attack.
Special: Must slay an outsider with the evil subtype.

TABLE 3–4: THE HELLREAVER **HIT DIE: D10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Holy fury, furious strike +2/+1d6
2nd	+2	+0	+0	+3	Divine succor (10 points)
3rd	+3	+1	+1	+3	Divine resolve, divine shield
4th	+4	+1	+1	+4	Furious strike +4/+2d6, mettle
5th	+5	+1	+1	+4	Divine succor (20 points), heroic sacrifice
6th	+6	+2	+2	+5	Call to judgment
7th	+7	+2	+2	+5	Furious strike +6/+3d6
8th	+8	+2	+2	+6	Divine succor (30 points)
9th	+9	+3	+3	+6	Improved divine resolve, improved divine shield
10th	+10	+3	+3	+7	Divine retribution, furious strike +8/+4d6

Class Skills (2 + Int modifier per level): Craft, Intimidate, Knowledge (religion), Knowledge (the planes), Listen, Sense Motive, Spot.

CLASS FEATURES

As a hellreaver, you tap into your rage and frustration to augment your fighting abilities. From your first class level, you can deal impressive damage to evil creatures, but as you attain more levels, you gain the ability to heal, boost your Armor Class, and improve your saving throws. At the highest levels, you can carve through evil outsiders with impunity.

Holy Fury (Ex): When you face your enemies, a raging anger fills your mind. Avenging, divine power surges through you, allowing you to generate magical effects. Entering this state is a free action. While in a holy fury, your melee attacks are good-aligned. You also gain immunity to fear effects.

In addition, you gain a number of holy fury points equal to your hellreaver level plus your Charisma modifier. You spend these points to activate many of your hellreaver class abilities.

You can use holy fury once per encounter. It lasts until the end of the encounter.

Furious Strike (Su): As a swift action, you can spend 1 holy fury point to pour divine energy into your weapon. Your blade crackles with a divine aura that is baneful to your foes. You gain a +2 bonus and deal an extra 1d6 points of damage on your next attack. These bonuses apply only to an attack that targets an evil creature. If you accidentally use furious strike against a creature that is not evil, or your attack misses, the furious strike has no effect, but the holy fury point is still spent.

At 4th level, these bonuses increase to +4 on your attack roll and an extra 2d6 points of damage.

At 7th level, these bonuses increase to +6 on your attack roll and an extra 3d6 points of damage.

At 10th level, these bonuses increase to +8 on your attack roll and an extra 4d6 points of damage.

Divine Succor (Su): Just as your divine power can slay evil creatures, it can also mend wounds suffered by the just.

Beginning at 2nd level, as a swift action, you can spend 1 holy fury point to heal 10 points of damage. You can apply this healing to yourself or any good-aligned creature within 20 feet.

At 5th level, you can heal 20 points of damage.

At 8th level, you can heal 30 points of damage.

Divine Resolve (Su): From 3rd level on, you can draw upon your fury to push aside the effect of a spell cast by your foes, a monster's poison, and so forth. As an immediate action, you can spend 1 holy fury point to gain a +2 bonus on your next saving throw. You can use this ability after attempting a save but before you learn whether it succeeded or failed.

Divine Shield (Su): When you attain 3rd level, you can focus your divine power into a shield that knocks aside a foe's attack with a mighty shout. As an immediate action, you can spend 1 holy fury point to gain a +2 bonus to your AC against the next attack you face. You can use this ability after a foe attacks you but before you learn whether this attack hit or missed.

Mettle (Ex): Beginning at 4th level, if you make a successful Fortitude or Will save that would normally reduce (rather than negate) a spell's effect, you suffer no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Heroic Sacrifice (Su): From 5th level on, as a swift action, you can voluntarily take 2 points of Constitution damage to fully replenish your holy fury points.

Call to Judgment (Su): With your foe near defeat, you cry out to the gods for justice. Gleaming white chains appear around your enemy, preventing it from using dimensional travel.

At 6th level and beyond, as a swift action, you can spend 3 holy fury points to charge your weapon with divine power. If your next melee attack hits an evil outsider, the target suffers the effect of a *dimensional anchor* spell, with a caster level equal to your hellreaver level.

Improved Divine Resolve (Su): At 9th level, your divine resolve ability improves. This ability functions like the divine resolve class feature, except that you can now spend 2 holy fury points as an immediate action to gain a +4 bonus on a saving throw.

Improved Divine Shield (Su): When you reach 9th level, your divine shield grows stronger. This ability functions like divine shield, except that you can now spend 2 holy fury points as an immediate action to gain a +4 bonus to AC.

Divine Retribution (Su): By channeling divine energy into an evil outsider, you can destroy its physical form in a spectacular explosion. As your weapon cuts into its body, you funnel holy energy into it.

At 10th level, once per day as a swift action, you can spend 4 holy fury points to imbue your next attack with a mighty aura of avenging divine power. If this attack hits an outsider that has the evil subtype, the target must attempt a Fortitude save (DC 10 + 1/2 your character level + your Cha modifier). If it fails this save, the target explodes in a flash of light. It is slain, and all evil creatures in a 60-foot-radius burst around it are blinded for 1 round. There is no saving throw to resist this blindness.

On a successful save, the target instead takes 10d6 points of damage as holy energy burns through its body, and the blinding effect does not trigger. This damage is in addition to your attack's normal damage.

PLAYING A HELLREAVER

You have had enough. It's time to make these fiends pay. Someone must stop the baatezu, and that someone is you. You have heard all the stories about how the gods have some sort of special deal with the devils that allows them to harvest evil souls, but you're confident that such an arrangement didn't include actively working to seduce mortals into signing misleading contracts. Let the clerics and their ilk fret about the immortal soul. Warning folks doesn't do a thing but make them want to dabble in darkness even more. If you're going to deal with fiends, the best way to do so is to butcher them—and their mortal allies—wherever you find them. Those fools who are in cahoots with devils had better not expect mercy from you, because you have none to spare.

Combat

You are a frontline warrior. Since your holy fury abilities can all be activated quickly, try opening with a charge attack to put your enemy on the defensive. Using your holy fury abilities early lets you improve your combat abilities from the outset. Be sure to keep at least 1 or 2 holy fury points in reserve to respond to spells and attacks as needed.

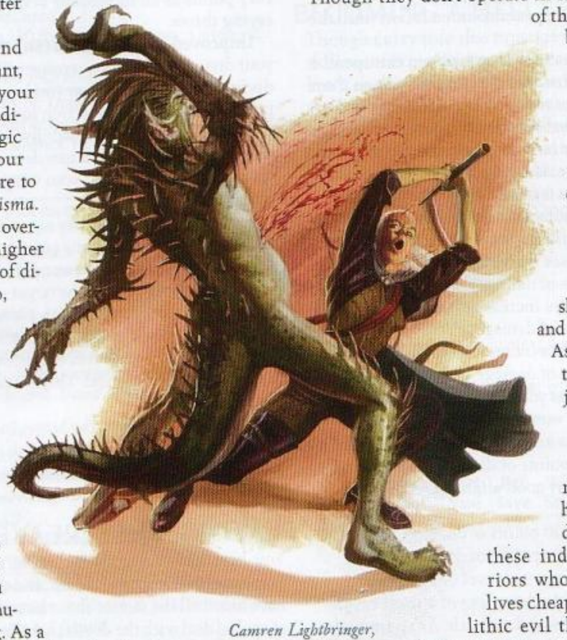
Advancement

One brush with infernal power, and you knew the shape of your destiny. The existence of creatures such as devils enraged you. The thought of an entire race of creatures that served no other purpose than to harvest mortal souls and deny them their heavenly reward filled you with so much outrage that you had to take action.

Once you committed yourself to the path of the hellreaver, strange things began to happen. When you fought, you could draw power from that inner reservoir, that wellspring of hate that impels you to greater and greater acts of daring. At first, you were able to shrug off minor injuries. In time, you found you could pierce your enemies' defenses, ignore their attacks, and more. Through it all, you have learned you must keep the fires of your wrath stoked lest you falter in your mission.

Though Strength and Constitution are important, Charisma is vital for your holy fury abilities. In addition to investing in magic items that augment your physical abilities, be sure to pick up a *cloak of Charisma*. As for feat choices, don't overlook Ability Focus at higher levels to boost the DC of divine retribution. Also, tried and true combat feats, such as Power Attack and Cleave, aid a hellreaver in her goals.

Illus. by E. Deschamps



Camren Lightbringer, a hellreaver

Resources

Few share your direct and violent approach to dealing with devils. Certainly, most good individuals see fighting the baatezu as proper, but your enthusiasm is intimidating. As a result, you have a difficult time forging long-term associations with organized groups that fight fiends. Instead, you rely on your cadre of companions for support and aid. Your allies likely share your vision and do their part to help defeat your chosen foes.

HELLREAVERS IN THE WORLD

"Hellreavers are as dangerous as the devils they fight. Their reckless assault lacks the subtlety needed to fight such intelligent foes. Certainly, these warriors have their uses, but they are thoroughly unsuited to missions requiring a gentle hand."

—Estella Montenegro, Knight of the Chalice

At the forefront of a righteous horde, leading ranks upon ranks of holy warriors into the teeth of fell infernal armies, rides the hellreaver. More a holy avenger than a paragon of virtue, the hellreaver lives to fight, and often dies in battle. Many hellreavers are celestials; hound archons turn to this class after facing fiends one time too many. Astral devas who failed in their efforts to protect mortals sometimes abandon their duties to take up arms against the devils. However, no hellreaver is as feared as a solar that has taken up this path to batter the walls of Hell with its wrath.

Mortal hellreavers are rare, since the mortality rate is high. Eventually, a hellreaver's path leads him to the Lower Planes, where he takes the fight to his enemies. On occasion, he gathers a host of like-minded zealots to accompany him on his mission. While courageous, such forays are nearly always doomed to fail.

Organization

Mortal hellreavers attract fanatics and zealous followers. Though they don't operate in large organizations, word of their exploits attracts members of fringe religious groups that hope to join their struggle. While a hellreaver's mission never changes, those who rally to her banner extend their enmity to others they perceive as wicked and evil. In time, this opposition to devils and their mortal servants extends to others who might or might not share the creed of the fiends, and who might not be evil at all. As a result, hellreavers often try to dissuade others from joining their crusade.

NPC Reactions

Clerics of most good and neutral religions regard hellreavers warily, being indifferent at best. They see these individuals as reckless warriors who are willing to sell their lives cheaply in the face of the monolithic evil they oppose. Superstitious backwater types might flock to hellreavers, regarding them as heroes of legend. Friendly, if not helpful, they abandon their homes to follow a hellreaver out of some genuine offer of assistance or to further their own, often darker, ambitions.

HELLREAVER LORE

Characters with ranks in Knowledge (the planes) can research hellreavers to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Some men and women have taken the assault of devils on our world personally. These individuals are dangerous, and possibly insane, but their motives seem pure.

DC 15: A hellreaver draws strength from her moral outrage, from a deep and abiding hatred of those who prey on mortals. I heard of one hellreaver who stood against a dozen devils by herself. They say that she couldn't be killed, that her anger kept her standing despite many grievous wounds.

DC 20: Hellreavers derive their power from their outrage over infernal plots and the devils' manipulations of mortals. They use this anger to great effect, growing stronger, tougher, and more dangerous. The most powerful of them can channel divine power with their fury and make devils explode.

Though tales of their efforts might be heard in taverns and pubs across the land, a specific hellreaver is tough to track down, since she is constantly on the move. A character can pick up a hellreaver's trail by succeeding on a DC 20 Gather Information or Knowledge (local) check.

HELLREAVERS IN THE GAME

Since hellreavers are so few, they might have existed in a campaign for a long time. Famous religious figures, especially saints and martyrs, might have been hellreavers in life, a fact the PCs might have only recently discovered. In any event, so long as devils exist as a cohesive force in your campaign, hellreavers have a place.

Players who appreciate the tactical side of combat will be attracted to this prestige class, since it requires quite a bit of resource management. The class is also appealing to players who take an attack first approach to combat and have little use for the subtleties of character interaction. On the other hand, hellreavers make for great doomed champions, and they might be a fine alternative for quest-driven adventurers.

Adaptation

The hellreaver is a specialized warrior with a wide array of abilities to aid her when facing devils. For campaigns featuring some other kind of adversary, a hellreaver can be thematically changed to deal with all sorts of threats. So long as an enemy is evil, most of a hellreaver's abilities continue to be effective.

Sample Encounter

A hellreaver might be alone, striving to fulfill some personal vendetta, or she might have the company of several hundred overzealous fanatics. Such appearances cause all sorts of confusion and panic among common folk, as accusations fly about who's in league with whom, which poor peasant is in fact a filthy witch, and how various people were seen congregating under the light of the moon to conjure up the minions of Hell.

EL 13: Camren Lightbringer is a famous folk hero. Believed to have destroyed a coven of devil-worshiping cultists in a small, nameless village, tales of her exploits spread throughout the land. It's whispered she was once a mystic, a master of a rare fighting style from an esoteric order of monks, but her zealous ways and bloodthirstiness make such rumors farfetched. Camren might be encountered as a temporary ally, an individual who shares the player characters' mission for a time, or she might be an adversary, believing the PCs are somehow in league with devils.

CAMREN LIGHTBRINGER CR 13

Female aasimar monk 7/hellreaver 5
CG Medium outsider (native)
Init +2; **Senses** darkvision 60 ft.; Listen +9, Spot +9
Languages Celestial, Common

AC 22, touch 19, flat-footed 20; Dodge, Mobility
(+2 Dex, +6 class, +2 armor, +1 deflection, +1 natural)
hp 61 (12 HD)
Immune normal disease
Resist acid 5, cold 5, electricity 5; evasion
Fort +7, **Ref** +9, **Will** +17 (+19 against enchantments)

Speed 50 ft. (10 squares); Spring Attack
Melee unarmed strike +11/+6 (1d8+1) or
Melee unarmed strike +10/+10/+5 (1d8+1) with flurry of blows or
Melee *+1 keen kama* +12/+7 (1d6+2/19–20) or
Melee *+1 keen kama* +11/+11/+6 (1d6+2/19–20) with flurry of blows or
Ranged *+1 shock light crossbow* +13 (1d8/19–20 plus 1d6 electricity)
Base Atk +10; **Grp** +11
Atk Options Combat Reflexes, Improved Trip, Stunning Fist, *ki* strike (magic)
Special Actions holy fury (7 points, furious strike +4/+2d6, divine succor 20 points, divine resolve, divine shield), heroic sacrifice, wholeness of body (heal 14/day)
Combat Gear *potion of cure moderate wounds*
Spell-Like Abilities (CL 12th):
1/day—*daylight*

Abilities Str 13, Dex 14, Con 10, Int 8, Wis 20, Cha 14
SQ mettle, slow fall 30 ft.
Feats Combat Reflexes^{B}, Dodge, Improved Trip^{B}, Improved Unarmed Strike^{B}, Iron Will, Mobility, Power Attack, Spring Attack, Stunning Fist^{B}
Skills Balance +4, Intimidate +5, Jump +21, Knowledge (the planes) +3, Listen +7, Spot +7, Tumble +14
Possessions combat gear plus *+1 keen kama, +1 shock light crossbow* with 20 silvered bolts, *ring of protection +1, amulet of natural armor +1, bracers of armor +2, cloak of resistance +1*

Hook Never speaks while fighting

SOULGUARD

"Your claim on this soul is unjust. Free him at once, lest I take him by force."

—Halagrad Doomhammer, soulguard

Hell's devils are crafty fiends, always angling for some way to steal the souls of the unwary. Whether cementing deviously foul bargains with mortals or stealing souls as they travel to their final rest, they use whatever means they can to feed their own power through the misery and corruption of mortals. Soulguards openly oppose these practices by the baatezu and go to great lengths to protect those beset by the power of Baator.

BECOMING A SOULGUARD

Soulguards are almost always clerics or paladins who recognize the balance between the gods and the devils, but also know that the baatezu work to circumvent the agreement binding them. These characters have a profound understanding of Hell's politics and the beings that control the plane. Clerics have the easiest time gaining access to the class, but druids sometimes abandon their duties as stewards of nature to right the greater imbalance in the planes. Favored souls

(*Complete Divine*) prefer a more warlike approach to the battle against fiends, but they cannot gain entry to this class until higher levels.

Entry Requirements

Alignment: Lawful good or lawful neutral.
Skills: Intimidate 4 ranks, Knowledge (religion) 9 ranks, Knowledge (the planes) 4 ranks.
Language: Infernal.
Feat: Iron Will.
Spellcasting: Ability to cast 1st-level divine spells.

CLASS FEATURES

As you gain levels in this class, you sacrifice some degree of your spellcasting potential to develop the necessary abilities to free souls from Hell.

Spellcasting: At each level above 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming a soulguard, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Pierce Deception (Sp): You gain the ability to channel your spell power to pierce all deceptions. For a number of times per day equal to your Wisdom modifier (minimum one), as a standard action, you can sacrifice a prepared spell or spell slot to use *true seeing*, as the spell (no material component needed). This effect lasts for a number of rounds equal to the level of the spell sacrificed, and you can target only yourself with this spell-like ability. The caster level equals your caster level.

Divine Rebuke (Su): Starting at 2nd level, as a swift action, you can sacrifice a spell slot or a prepared spell to rebuke an evil outsider within 30 feet. The outsider must succeed on a Will save (DC 10 + level of the spell sacrificed + your Cha modifier) or cower for a number of rounds equal to the spell slot of the spell sacrificed. The effect ends if the fiend is attacked.

Immunity to Charm (Ex): At 2nd level, you gain immunity to enchantment (charm) spells and effects.

Dispel Evil (Sp): Beginning at 3rd level, you can use a *dispel evil* effect once per day. Your caster level equals your divine caster level. The save DC is Charisma-based. (See the spell, PH 222.)

At 6th level, you can use this ability twice per day. At 9th level, you can use this ability three times per day.

Absolution (Sp): Starting at 4th level, you gain the ability to use *atonement* once per day as a spell-like ability.

Alternatively, if you are using the corruption mechanics from this book, you can purify a creature to redeem it from evil. Only a creature that desires absolution can be affected. Furthermore, any gains (monetary, political, personal, and so on) a creature has attained through evil acts must be abandoned. If the target creature has 3 or fewer corruption points, they are all removed. If the creature has 4 or more corruption points, you can reduce the total by 1. A single creature cannot receive the benefit of *absolution* more than once unless the DM permits it for exceptional story-driven reasons. For more information on corruption, see page 30.

Immunity to Compulsion (Ex): At 5th level, you gain immunity to enchantment (compulsion) spells and effects.

Purging Radiance (Su): At 7th level and higher, you can spend a daily use of your turn undead ability to deal damage to nearby fiends. As a standard action, the area around you fills with a pure, holy energy that deals 1d6 points of damage per class level to evil outsiders within 30 feet. This ability does not provoke attacks of opportunity.

If you do not have the turn undead ability, this ability has no effect.

Resistance Aura (Su): From 8th level on, you and all allies within 20 feet of you gain a +2 bonus on saving throws against spells and effects generated by evil outsiders.

Dimensional Anchor (Su): At 10th level, your presence blocks the teleportation abilities of evil outsiders. No evil outsider can use a teleportation spell or effect while within 20 feet of you.

Multiclass Note: A paladin who becomes a soulguard can continue advancing as a paladin.

PLAYING A SOULGUARD

The merest suggestion that good souls are imprisoned and languishing in the Nine Hells infuriates you. But your anger is a quiet, simmering rage, one that sharpens your senses

Table 3–5: The Soulguard Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	*Pierce deception*	—
2nd	+1	+3	+0	+3	Divine rebuke, immunity to charm	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	*Dispel evil* 1/day	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	*Absolution*	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Immunity to compulsion	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	*Dispel evil* 2/day	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Purging radiance	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Resistance aura	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	*Dispel evil* 3/day	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Dimensional anchor	+1 level of existing divine spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Decipher Script, Diplomacy, Gather Information, Intimidate, Knowledge (religion), Knowledge (the planes), Sense Motive, Spellcraft.

and firms your resolve to battle devils wherever you find them. Though your life is committed to freeing the wrongly held, you sometimes deal with fiends to get the information you need. Devils are treacherous, readily selling out their peers in the hopes of securing a better place among the baatezu hierarchy.

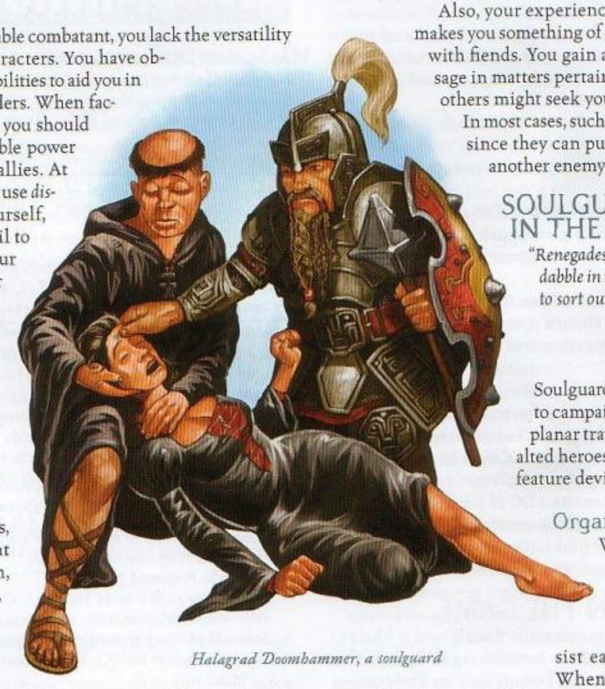
Soulguards work closely with religious organizations, especially the churches of Heironeous, St. Cuthbert, Moradin, and Wee Jas. At low levels, they tap into the church's resources to gain information about local cults, as well as obtain supplies and reinforcements for forays against Hell's minions on the Material Plane. At higher levels, a soulguard can gather volunteers to accompany him into the Nine Hells itself, taking the fight directly to the fiends' doorstep.

Combat

Though you are a capable combatant, you lack the versatility of purely martial characters. You have obtained a selection of abilities to aid you in destroying evil outsiders. When facing foes of this kind, you should bring your considerable power to bear to help your allies. At higher levels, you can use *dispel evil* to protect yourself, as well as force a devil to return to its plane. Your dimensional anchor ability allows you to counter the powerful advantage that devils gain through their teleportation abilities.

Advancement

The very existence of Hell is bad enough, but it, like all the planes, fulfills an important function. As a prison, it does its job well, but the devils are not content with simply doing their duty. They insist on ranging out to seduce mortals or even steal their souls outright. Imprisoning an innocent is wrong, but imprisoning an innocent soul for eternity is a grave travesty. Once you learned that this activity occurs frequently, you began to seek justice for these souls.



Halagrad Doomhammer, a soulguard

Illus. by W. Mahy

Now that you have worked as a soulguard, you have uncovered more corruption and despair than you thought possible. The devils aren't just casually working to unravel morality—they're making a concerted effort to seduce mortals. Your work has introduced you to some of the greatest evils, but also to powerful heroes, bold inquisitors, and dedicated exorcists.

The more you learn, the more your resolve hardens. You should never flag in your studies, so be sure to invest in Knowledge (the planes), one of your most potent weapons when fighting fiends. To complement your powerful class features, consider picking up the Ability Focus feat to boost divine rebuke. If you use *Book of Exalted Deeds*, Consecrate Spell and Sanctify Martial Strike are also excellent feat choices.

Resources

Continued work alongside good organizations endears you to others who are committed to fighting evil. In time, you develop a strong rapport with good churches (other than your own, if you belong to one). These organizations might see you as a rogue element, but they cannot ignore your importance as an ally. Such groups might provide discounts on spells and disposable magic items, depending on how much you have helped them in the past.

Also, your experience with planar agencies makes you something of an expert when dealing with fiends. You gain a reputation for being a sage in matters pertaining to the baatezu, and others might seek you out for advice or help. In most cases, such meetings are fortuitous, since they can put you on the trail of yet another enemy.

SOULGUARDS IN THE WORLD

> *"Renegades each and every one—they dabble in matters best left for the gods to sort out."*
>
> —Albrien Matterly,
> seeker of virtue

Soulguards are excellent additions to campaigns involving extensive planar travel, vile enemies and exalted heroes, or any adventures that feature devils as adversaries.

Organization

While not part of an organization, soulguards occasionally meet to exchange important information and assist each other on missions. When a group of soulguards assembles, they usually bring along cohorts and other like-minded companions. Once assembled, the most experienced soulguard takes charge and directs the meetings, allowing each member to report any findings. Should a soulguard need assistance, he can make his case, laying out any evidence of fiendish activity to convince his peers.

The most important meetings are those in which a group plans a raid to recover a wrongfully imprisoned soul. An experienced soulguard starts such a group by making a call to his peers through good-aligned churches and organizations. The group meets in secret, almost always in a temple, where they can plan and gather their forces. Once they have agreed on strategy, each soulguard capable of *plane shifting* takes a strike team to the Nine Hells to reach the intended captives.

NPC Reactions

Soulguards are scary. Their trappings, the nature of their business, and their righteous authority can be intimidating to common folk. Still, people who know what soulguards are about tend to be friendly, if not helpful.

The favored outlook doesn't always extend to others though. Clerics of gods of death see soulguards as meddlers, people who interfere with the proper order of the multiverse. While they don't oppose the soulguards, at least not openly, they tend to be indifferent.

For obvious reasons, evil creatures detest soulguards. Disciples of archdevils actively work against these individuals. Half-fiends, some tieflings, and other characters with fiendish heritage are typically unfriendly.

SOULGUARD LORE

Characters with ranks in Knowledge (the planes) can research soulguards to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Soulguards are heroic individuals who fight on behalf of those wronged by evil.

DC 15: These individuals oppose the wrongful acquisition of souls by devils.

DC 20: Devils can't abide the righteous stare of soulguards and flee before them. Soulguards can see right through the lies of devils, and seek to expose their evil wherever they can.

DC 30: Characters who achieve this level of success can learn important details about a specific notable soulguard, the areas in which he operates, and the kinds of activities he undertakes.

Soulguards make a special effort to be available to those who need them, so tracking one down is rarely a problem. Characters looking for a soulguard have little trouble so long as they are in a large town or larger community. To find one, they must succeed on a DC 15 Gather Information check. If a soulguard lives in the community, they learn his whereabouts. If not, they find someone who knows how to get in touch with one nearby.

SOULGUARDS IN THE GAME

Wherever devils plot to snatch souls, a soulguard is likely to be found working against them. Introducing soulguards into an ongoing campaign is simple, because they are likely to have been there all the time, fighting devils behind the scenes.

PCs who have come up short in an encounter with a devil might find this class appealing. Of all the classes, clerics and paladins are the most likely to branch into soulguard. However, rangers who select evil outsiders as a favored enemy, druids, and even favored souls might find sufficient cause to lay aside their normal class progression to take up a fight against the devils.

Adaptation

Though designed to address the capabilities and techniques employed by baatezu, soulguards can be adapted to oppose other types of outsiders. For example, in campaigns featuring slaadi as principal opponents, you can change the class features so that they specifically affect chaotic outsiders. *Dispel evil* becomes *dispel chaos*, and purging radiance would deal damage to chaotic outsiders rather than evil outsiders.

Sample Encounter

Characters are most likely to encounter soulguards as allies or useful contacts. Soulguards monitor the activities of a given area, watchful for infernal agents at work. On occasion, a soulguard might hire the PCs for assistance against a particularly dangerous foe or send them out to deal with a fiend themselves.

EL 10: Halagrad Doomhammer remains a devout follower of Moradin, but he no longer counts himself as part of the clergy. When a fiend seduced and corrupted his brother, he knew it was a sign from the Soulforger to take the battle to the fiends. He severed all ties to his clan and church, and left his home to destroy devils and their cults wherever he found them.

HALAGRAD DOOMHAMMER CR 10

Male dwarf cleric 6/soulguard 4

LG Medium humanoid

Init –1; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Aura strong good, law

Languages Common, Dwarven, Goblin, Infernal

AC 22, touch 10, flat-footed 22; +4 AC against giants (–1 Dex, +9 armor, +3 shield, +1 deflection)

hp 58 (10 HD)

Immune charm

Resist stability (+4 against bull rush and trip)

Fort +11 (+13 against poison), **Ref** +2, **Will** +14; +2 on saves against spells and spell-like effects

---

Speed 20 ft. (4 squares)

Melee mwk cold iron morningstar +10/+5 (1d8+2)

Ranged +1 *light crossbow* +7 (1d8+1/19–20)

Base Atk +7; **Grp** +9

Atk Options Cleave, Power Attack, Vengeful Surge, +1 on attacks against orcs and goblinoids

Special Actions *absolution*, divine rebuke, *pierce deception* 4/day, protective ward 1/day (+6), turn undead 4/day (+3, 2d6+6, 6th)

Combat Gear *oil of magic weapon*, 2 scrolls of *cure moderate wounds*, 2 scrolls of *dimensional anchor*, 2 scrolls of *dispel magic*, *wand of cure light wounds*

Cleric Spells Prepared (CL 9th):

5th—*plane shift* (melee touch +9, DC 19), *spell resistance*ᴰ

4th—*dismissal, divination, divine power, holy smite* (DC 18)ᴰ

3rd—*dispel magic, invisibility purge, locate object, magic circle against evil* (CL 10th)ᴰ, *searing light* (ranged touch +6)

2nd—*aid* (CL 10th)ᴰ, *align weapon* (2), *eagle's splendor, silence*

1st—*bless, cause fear* (DC 15), *divine favor, entropic shield, lesser restoration, sanctuary*ᴰ, *shield of faith*

0—*create water, detect magic, guidance, light, read magic, virtue*

D: Domain spell. Deity: Moradin. Domains: Good, Protection.

Spell-Like Abilities (CL 9th):

1/day—*dispel evil* (melee touch +8, DC 18, *PH* 222)

Abilities Str 14, Dex 8, Con 12, Int 12, Wis 18, Cha 12

SQ stonecunning (*PH* 15)

Feats Cleave, Iron Will, Power Attack, Vengeful Surge

Skills Appraise +1 (+3 stone or metal), Concentration +3, Craft +1 (+3 stone or metal), Diplomacy +5, Intimidate +5, Knowledge (religion) +14, Knowledge (the planes)

+10, Sense Motive +9, Spellcraft +6, Survival +4 (+6 on other planes)

Possessions combat gear plus *+1 full plate*, *+1 heavy steel shield*, masterwork cold iron morningstar, *+1 light crossbow* with 10 cold iron bolts, *ring of protection +1*, *cloak of resistance +1*, *periapt of Wisdom +2*, 41 gp

Hook "By Moradin's beard, devil begone!"

New Spells

The following section includes a selection of spells that enable you to better combat devils or tap the energies of Hell to increase your power.

INVESTITURE SPELLS

The investiture descriptor indicates a category of spells that invest the essence of an outsider into a mortal. Unlike other spells, effects gained from different (though not the same) investiture spells stack. So, two different investiture spells that grant resistance to fire 5 to the same target would actually grant a total resistance of 10. However, investiture spells are intense and draining. Targets of these spells are fatigued for 1 minute once the duration expires (or the spell is dispelled or ended through some other means). If an investiture spell expires on a target fatigued from a previous investiture spell, the duration of the fatigue increases by 1 minute.

BLACKGUARD SPELLS

1ST LEVEL

Investiture of the Spined Devil: Target can launch up to three spikes at once.

2ND LEVEL

Devil's Eye: See through magical darkness up to 30 ft.

Investiture of the Bearded Devil: Target deals extra melee damage each round that it hits a foe.

Investiture of the Chain Devil: Target gains +5-ft. reach and extra attack of opportunity.

3RD LEVEL

Investiture of the Amnizu: Target can deal 1d4 Int damage with a touch.

Investiture of the Erinyes: Target can force foes to move closer and take no action.

Investiture of the Harvester Devil: Target can deal lingering wounds with melee attacks.

Investiture of the Steel Devil: Target gains profane bonus on attacks and to AC.

4TH LEVEL

Investiture of the Barbed Devil: Target can deal extra damage when grappling.

Investiture of the Malebranche: Target gains powerful charge ability.

Investiture of the Narzugon: Target gains a paralyzing gaze attack.

Investiture of the Orthon: Target disrupts extradimensional movement within 20 feet and automatically deals sonic damage to attackers.

CLERIC SPELLS

2ND LEVEL

Denounce: Target outsider takes –4 on attacks, saves, and checks.

Investiture of the Spined Devil: Target can launch up to three spikes at once.

3RD LEVEL

Devil's Eye: See through magical darkness up to 30 ft.

Investiture of the Bearded Devil: Target deals extra melee damage each round that it hits a foe.

Investiture of the Chain Devil: Target gains +5-ft. reach and extra attack of opportunity.

4TH LEVEL

Investiture of the Amnizu: Target can deal 1d4 Int damage with a touch.

Investiture of the Erinyes: Target can force foes to move closer and take no action.

Investiture of the Harvester Devil: Target can deal lingering wounds with melee attacks.

Investiture of the Steel Devil: Target gains profane bonus on attacks and to AC.

5TH LEVEL

Investiture of the Narzugon: Target gains a paralyzing gaze attack.

Investiture of the Orthon: Target disrupts extradimensional movement within 20 feet and automatically deals sonic damage to attackers.

6TH LEVEL

Investiture of the Barbed Devil: Target can deal extra damage when grappling.

Investiture of the Malebranche: Target gains powerful charge ability.

BAATORIAN GREEN STEEL

Mined in deep shafts on Avernus, Baatorian green steel is light and harder than normal metal. The near-continuous fighting on Hell's first layer makes large-scale mining operations difficult, but because this metal is well-suited for use in weaponcrafting, the effort is often worth the price.

Any slashing or piercing weapon created with Baatorian green steel deals an extra 1 point of damage. This bonus stacks with enhancement bonuses provided by magic. A weapon crafted from Baatorian green steel costs an additional 1,000 gp.

Baatorian green steel has hardness 12 and 30 hit points per inch of thickness.

7TH LEVEL

Investiture of the Ice Devil: Target deals +1d6 cold damage and slows foes with successful melee attacks.

8TH LEVEL

Investiture of the Horned Devil: Target stuns foes with successful melee attack.

9TH LEVEL

Investiture of the Hellfire Engine: Target gains *iron body* and 8d10 breath weapon of hellfire.

Investiture of the Pit Fiend: Target gains powerful claw attacks, ability to inflict disease, or ability to inflict terror.

Righteous Exile: Deal damage to evil creatures and banish evil outsiders.

CLERIC DOMAIN

DIABOLIC DOMAIN

Deities: Asmodeus, Baalzebul, Mammon, Mephistopheles.

Granted Power: Once per day, as an immediate action, add your class level as a bonus on a single Bluff, Diplomacy, Intimidate, or Sense Motive check.

DIABOLIC DOMAIN SPELLS

1 **Protection from Good:** +2 to AC and saves, counter mind control, hedge out good elementals and outsiders.
2 **Devil's Eye:** See through magical darkness up to 30 ft.
3 **Devil's Ego:** Gain +4 to Cha and change type to outsider for 1 min./level
4 **Hellfire:** Explosion of infernal fire deals 1d8 damage/2 levels in 10-ft. radius.
5 **Planar Binding, Lesser:** Traps extraplanar creature of 6 HD or less until it performs a task.
6 **Planar Binding:** As *lesser planar binding*, but up to 12 HD.
7 **Hellfire Storm:** Explosion of infernal fire deals 1d8 damage/level in 20-ft. radius
8 **Demand:** As *sending*, plus you can send *suggestion*.
9 **Investiture of the Pit Fiend:** Target gains powerful claw attacks, ability to inflict disease, or ability to inflict terror.

PALADIN SPELL

2ND LEVEL

Denounce: Target outsider takes –4 on attacks, saves, and checks.

SORCERER/WIZARD SPELLS

2ND LEVEL

Trans **Investiture of the Spined Devil:** Target can launch up to 3 spikes at once.

3RD LEVEL

Trans **Devil's Eye:** See through magical darkness up to 30 ft.

Investiture of the Bearded Devil: Target deals extra melee damage each round that it hits a foe.

Investiture of the Chain Devil: Target gains +5-ft. reach and extra attack of opportunity.

4TH LEVEL

Trans **Investiture of the Amnizu:** Target can deal 1d4 Int damage with a touch.

Investiture of the Erinyes: Target can force foes to move closer and take no action.

Investiture of the Harvester Devil: Target can deal lingering wounds with melee attacks.

Investiture of the Steel Devil: Target gains profane bonus on attacks and to AC.

5TH LEVEL

Trans **Investiture of the Narzugon:** Target gains a paralyzing gaze attack.

Investiture of the Orthon: Target disrupts extradimensional movement within 20 feet and automatically deals sonic damage to attackers.

6TH LEVEL

Trans **Investiture of the Barbed Devil:** Target can deal extra damage when grappling.

Investiture of the Malebranche: Target gains powerful charge ability.

7TH LEVEL

Trans **Investiture of the Ice Devil:** Target deals +1d6 cold damage and slows foes with successful melee attacks.

8TH LEVEL

Trans **Investiture of the Horned Devil:** Target stuns foes with successful melee attack.

9TH LEVEL

Trans **Investiture of the Hellfire Engine:** Target gains *iron body* and 8d10 breath weapon of hellfire.

Investiture of the Pit Fiend: Target gains powerful claw attacks, ability to inflict disease, or ability to inflict terror.

SPELL DESCRIPTIONS

The spells herein are presented in alphabetical order.

DENOUNCE

Enchantment [Mind-Affecting]
Level: Cleric 2, paladin 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One outsider
Duration: 1 min./level (D); see text
Saving Throw: Will negates; see text
Spell Resistance: Yes

You point your finger and pronounce judgment.

You instill feelings of shame and guilt in a target outsider, imposing a –4 insight penalty on its attack rolls, saves, and checks. Each round on its turn, the subject can attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.) Outsiders with the good subtype are immune to *denounce*.

DEVIL'S EGO

Transmutation [Evil]
Level: Diabolic 3
Components: V, S
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 min./level

You intone profane words of prayer and run your fingers across your face. As they pass, your features soften, becoming attractive and appealing. You feel a powerful confidence building inside you.

You gain a +4 profane bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. If you have levels in a noncleric spellcasting class that relies on Charisma, this spell does not grant additional bonus spells, though it could increase the save DCs for spells you cast from that class.

In addition, for the duration of this spell, your type changes to outsider, making you immune to spells and effects that specifically target humanoids, such as *charm person* and *hold person*.

DEVIL'S EYE

Transmutation
Level: Blackguard 2, cleric 3, Diabolic 2, sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level (D)

With a few words and a gesture, the darkness melts away, and you can see with perfect clarity.

You gain the visual acuity of a devil. You can see in darkness and magical darkness out to 30 feet.

HELLFIRE

Evocation [Evil]
Level: Diabolic 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-ft.-radius spread
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Calling upon the raw energies of Baator, you cause hellish fires to fill an area you designate.

You create a small explosion of brimstone and fire. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to creatures in the affected area. The damage is not fire damage, and is not subject to being reduced by resistance to fire-based attacks, such as that granted by *protection from energy (fire)*, *fire shield (chill shield)*, and similar magic.

HELLFIRE STORM

Evocation [Evil]
Level: Diabolic 7
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius spread

This spell functions like *hellfire*, except it deals 1d8 points of damage per caster level (maximum 10d8) to creatures in the affected area.

INVESTITURE OF THE AMNIZU

Transmutation [Evil, Investiture]
Level: Blackguard 3, cleric 4, sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

With a flash of red light and a sound like the screams of a thousand suffering souls, you invest the target with infernal energy, drawing power from an amnizu to power the spell.

You infuse a target with the intellect-sapping power and slippery mind of an amnizu. While under the effect of this spell, the target can, each round as a standard action, make a single melee touch attack. A touched creature takes 1d4 points of Intelligence damage. The subject of this spell can use this touch attack once per two caster levels.

The subject of this spell also becomes immune to any effect that would damage, drain, or otherwise reduce its own Intelligence score.

In addition, the subject gains resistance to fire 5. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the amnizu*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE BARBED DEVIL

Transmutation [Evil, Investiture]
Level: Blackguard 4, cleric 6, sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

that round. The subject of this spell can use this effect once per three caster levels.

In addition, the subject gains resistance to fire 5. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the erinyes*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE HARVESTER DEVIL

Transmutation [Evil, Investiture]
Level: Blackguard 3, cleric 4, sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A deep chuckle sounds as you complete the incantation, and motes of violet light surround the target, imbuing it with infernal energy drawn from a harvester devil.

The target of this spell deals horrific, lingering wounds with its melee attacks. If it successfully strikes an opponent with a melee attack, it causes an infernal wound that deals an extra 1d6 points of damage each round until the creature dies, or until the struck creature is the recipient of a DC 20 Heal check, a *cure* spell, or a *heal* spell. A creature can be affected by the lingering damage of only one such infernal wound at a time.

In addition, the subject gains resistance to fire 5. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the harvester devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE HELLFIRE ENGINE

Transmutation [Evil, Investiture]
Level: Cleric 9, sorcerer/wizard 9
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless); see text
Spell Resistance: Yes (harmless)

Upon the casting of this spell, the target's flesh transforms, assuming a dull metallic hue. Its eyes erupt with unholy flame, and when it opens its mouth, you see the fires of Hell roiling within.

A creature affected by *investiture of the hellfire engine* gains all the benefits described under the *iron body* spell (PH 245), except that its flesh transforms into living cold iron. Its unarmed natural attacks count as cold iron for the purpose of overcoming damage reduction.

In addition, the subject can breathe a 30-foot cone of hellfire that deals 8d10 points damage. This damage is not fire damage, and is not subject to being reduced by resistance to fire-based attacks, such as that granted by *protection from energy (fire)*, *fire shield (chill shield)*, and similar magic. All creatures in the area are entitled to a Reflex save against the spell's DC for half damage. The subject must wait 1d4 rounds between each use of this breath weapon.

The subject also gains resistance to fire 20. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the chain devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE HORNED DEVIL

Transmutation [Evil, Investiture]
Level: Cleric 8, sorcerer/wizard 8
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless); see text
Spell Resistance: Yes (harmless)

With a flash of red light, you invest the target with infernal energy, drawing power from a horned devil to fuel the spell.

This spell infuses a creature with the terrible essence of a horned devil. Whenever the subject successfully strikes another living creature with the first melee attack that it makes in a round, the struck creature must succeed on a Will save against the spell's DC or be stunned for 1 round.

In addition, the subject gains resistance to fire 10. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the horned devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

With brisk arcane gestures that glow with a fiery red light, you imbue a target with the might of a barbed devil, causing long thorns to sprout all over its body.

You cause the target of this spell to grow a number of long barbs similar to those found on a barbed devil. While under the effect of the spell, the target does not provoke attacks of opportunity when initiating a grapple. If the subject already has improved grab or the Improved Grapple feat, it instead gains a +4 profane bonus on grapple checks.

Whenever the subject successfully makes a grapple check to grab a foe, pin a foe, or deal damage, it impales its foe on its barbs, dealing extra damage based on its size.

Size	Damage
Tiny or smaller	1d8
Small	2d8
Medium	3d8
Large	4d8
Huge	5d8
Gargantuan	6d8
Colossal	7d8

The subject also gains resistance to fire 10. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the barbed devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE BEARDED DEVIL

Transmutation [Evil, Investiture]
Level: Blackguard 2, cleric 3, sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

With a rush of sinister green light, you invest the target with infernal energy, drawing power from a bearded devil to fuel the spell.

You cause the target to grow a long, ropy mass of callused tissue from its chin that vaguely resembles a beard. This beard flails about as though it were alive. If the subject successfully hits an adjacent opponent with at least one melee attack in a round, it also automatically hits with its beard, dealing an extra 2d8 points of damage.

The subject also gains resistance to fire 5. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the bearded devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the target of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE CHAIN DEVIL

Transmutation [Evil, Investiture]
Level: Blackguard 2, cleric 3, sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

With a rush of red light and the faint clanking of many chains, you invest the target with the power of a chain devil.

While under the effect of this spell, the target is infused with the magical energies and malignant will of a chain devil. While the spell is in effect, the subject's reach increases by 5 feet, and the subject's maximum number of attacks of opportunity made each round increases by one.

In addition, the subject gains resistance to fire 5. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the chain devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE ERINYES

Transmutation [Evil, Investiture]
Level: Blackguard 3, cleric 4, sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless); see text
Spell Resistance: Yes (harmless)

With the sound of flapping wings, you grant the target the power of an erinyes.

The target gains the sinister allure of an erinyes. While the spell is in effect, the subject can beckon a creature it can see clearly, forcing it to approach unless the creature succeeds on a Will save against the spell's save DC. On a failed save, the creature can do nothing on its next action except to attempt to move closer to the subject of *investiture of the erinyes*. The beckoned creature will not take obviously suicidal actions, such as walking off the edge of a cliff. However, it will move normally through squares threatened by other creatures. This is a mind-affecting compulsion effect.

Once the beckoned creature enters an adjacent square, or if it was already in an adjacent square, it takes no further action

INVESTITURE OF THE ICE DEVIL

Transmutation [Evil, Investiture]
Level: Cleric 7, sorcerer/wizard 7
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless); see text
Spell Resistance: Yes (harmless)

Malevolent blue light suffuses the target as the temperature nearby drops ominously.

You infuse a creature with the savage brutality and cold cunning of an ice devil. While under the effect of this spell, whenever the subject hits a living creature with a melee attack, that creature must succeed on a Will save against the spell's DC or be *slowed* for 3 rounds. The subject also deals an extra 1d6 points of cold damage with each successful melee attack that it makes with a weapon or natural weapon.

In addition, the subject gains resistance to cold and fire 10. The resistance to fire stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the ice devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE MALEBRANCHE

Transmutation [Evil, Investiture]
Level: Blackguard 4, cleric 6, sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A fearsome roar splits the air when you conclude the arcane words that invest the target with hellish power drawn from a malebranche.

You infuse a creature with the raw power of the mighty malebranche, causing it to grow twisted horns of blackened bone from of its brow. While under the effect of this spell, the subject deals extra damage whenever it successfully hits with a charge attack, depending on its size.

Size	Damage
Tiny or smaller	—
Small	1d6
Medium	2d6
Large	3d6
Huge	4d6
Gargantuan	6d6
Colossal	8d6

In addition, the subject gains resistance to fire 10. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the malebranche*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE NARZUGON

Transmutation [Evil, Investiture]
Level: Blackguard 4, cleric 5, sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless); see text
Spell Resistance: Yes (harmless)

A moan precedes the transformation that results when you imbue the target with the baleful power of a narzugon.

You bind the dread essence of a narzugon to a target creature, filling it with the misery and horror that defines the devil's existence. The subject of this spell can use a baleful gaze as a standard action. The gaze affects a single creature within 20 feet. That creature must succeed on a Will save against the spell's save DC or be immobilized for 1 round as if affected by a *hold monster* spell. Baatezu are immune to this gaze attack. Once a creature has successfully resisted this effect, it cannot be affected by this gaze from the same creature for 24 hours.

The subject also gains resistance to fire 10. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the narzugon*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE ORTHON

Transmutation [Evil, Investiture]
Level: Blackguard 4, cleric 5, sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A dull humming noise sounds briefly, and the air crackles with the terrible power of an orthon.

While under the effect of this spell, a creature is infused with the disruptive power of an orthon. As an immediate action, the subject of this spell can erect a 20-foot-radius field that disrupts teleportation spells or effects. All creatures in the area are prevented from using any spell, spell-like ability, or supernatural ability that provides such movement, as if they were in the area of a *dimensional lock* spell. Each use of this field lasts 1 round.

In addition, the subject of the spell gains the benefit of a sonic shield for as long as the spell remains in effect. This shield functions like the *fire shield* spell, except that it deals sonic damage instead of cold or fire, and the subject takes half damage from acid-based attacks. If exposed to an acid attack that allows a Reflex save for half damage, the subject takes no damage on a successful save.

The subject gains resistance to fire 10. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the orthon*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE PIT FIEND

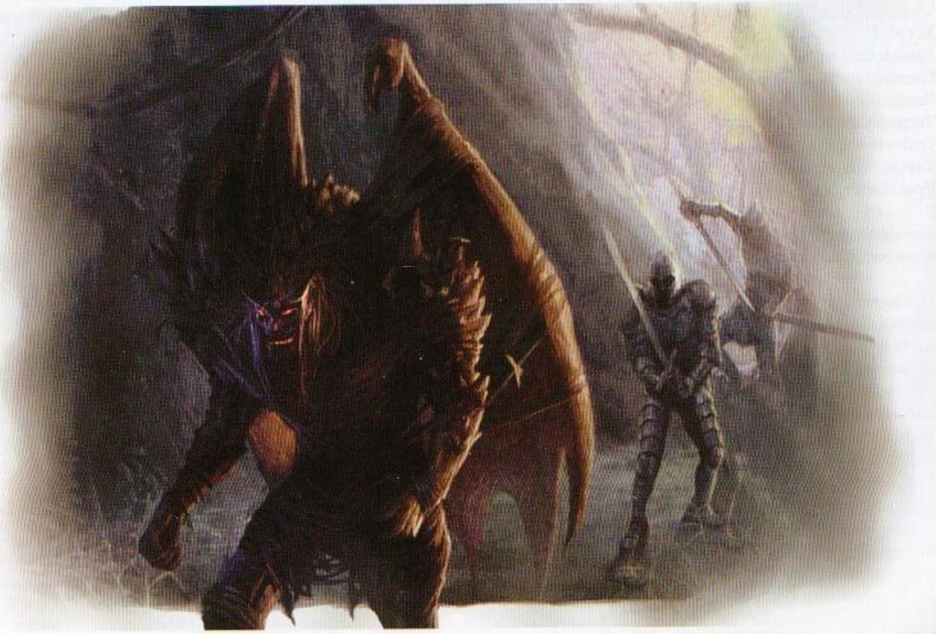
Transmutation [Evil, Investiture]
Level: Cleric 9, sorcerer/wizard 9
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless); see text
Spell Resistance: Yes (harmless)

The air shatters with a shriek of sorrow, and a flash of flame briefly limns the target of this spell as she receives a portion of the might of a pit fiend.

You infuse a creature with the terrifying power of a pit fiend. The spell causes the subject's mouth to expand to accommodate new dripping fangs. To add to this devilish effect, a pair of red leathery wings tears free from the flesh of the subject's back, granting it a fly speed of 60 feet with average maneuverability. The subject of the spell gains these benefits regardless of his aspect choice (see below).

The power granted to the subject by *investiture of the pit fiend* can manifest in one of three ways. At the beginning of each round, the invested creature chooses which aspect of the spell will be in place.

Aspect of Tyranny: The invested creature's hands lengthen to horrific claws, and the creature gains powerful melee attacks. While the aspect of tyranny is in effect, the invested creature can attack with both its claws and wings. Each attack deals base damage of 2d6 points. The claws are treated as primary melee attacks with a natural weapon, and the wing attacks are treated as secondary attacks with a natural weapon. When making attacks with these claws and wings, the invested creature has a base attack bonus equal to its character level (or Hit Dice, if the invested creature has a level adjustment).



Investiture of the pit fiend produces an unsubtle transformation

Illus. by J. Zhang

When taking a full attack action and using only the natural weapons granted by the aspect of tyranny, the secondary attacks are made with only a –2 penalty rather than the normal –5. Because these are natural attacks, the invested creature cannot make multiple attacks because of a high base attack bonus.

Aspect of Pestilence: When the invested creature chooses to manifest the aspect of pestilence, it can, as a standard action, release a cloud of disease-ridden air. Creatures within 10 feet of the subject when it generates this effect must succeed on a Fortitude saving throw against the spell's DC or take 2 points of Strength damage.

Aspect of Terror: When the invested creature chooses to manifest the aspect of terror, it can, as a standard action, release a powerful wave of fear. Creatures within 10 feet of the subject when it generates this effect must succeed on a Will saving throw against the spell's DC or become frightened for 2 rounds. This wave of fear is a mind-affecting fear effect.

The subject gains immunity to poison and resistance to fire 20. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the pit fiend*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE SPINED DEVIL

Transmutation [Evil, Investiture]
Level: Blackguard 1, cleric 2, sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The air stinks of sulfur and brimstone as you use the essence of a spinagon to imbue a creature with the power of Baator.

You cause a creature to suddenly bristle with spines. The subject can snap its body forward to unleash a volley of up to three spines as a standard action (make a separate attack roll for each spine). The spines each deal 1d6 points of damage plus the subject's Strength modifier. This attack has a range of 60 feet with no range increment. The spines can be directed against different targets if desired, but all targets must be within 30 feet of one another. The subject can launch up to fifteen spines per casting of this spell.

In addition, the subject gains resistance to fire 5. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the spined devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

INVESTITURE OF THE STEEL DEVIL

Transmutation [Evil, Investiture]
Level: Blackguard 3, cleric 4, sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

With the sound of low chanting, you invest the target with the power of a steel devil.

While under the effect of this spell, the target is infused with the magical energy and deadly skill of a steel devil. While the spell is in effect, the target gains a +3 profane bonus on attack rolls and to Armor Class. This bonus increases by 1 for every adjacent creature that is also under the effect of an *investiture of the steel devil* spell.

In addition, the subject gains resistance to fire 5. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the steel devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1 minute.

Material Component: A fist-sized chunk of brimstone.

RIGHTEOUS EXILE

Abjuration [Good]
Level: Cleric 9
Components: V
Casting Time: 1 full-round action
Range: 20 ft.
Area: 20-ft.-radius burst, centered on you
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes

With a word, your body gives off an explosion of divine energy, scorching the flesh of those creatures despised by good beings.

All evil creatures in the area take 20d6 points of damage. In addition, evil outsiders that fail a Will saving throw (DC equal to spell's save DC – creature's HD + your caster level) are instantly transported back to their home planes.

DEVILS

CHAPTER FOUR

Illus. by D. Griffith

The devils presented in this chapter are some of the most commonly encountered types, other than those found in the *Monster Manual*. Most have dealings with mortals, either as tempters, opponents, or minions. Furthermore, nearly all are members of the baatezu race, which submit to the rule of the archdevils. While other breeds of devils exist, they are not nearly as significant.

BAATEZU SUBTYPE

The baatezu have a rigid hierarchy up which all devils hope to ascend. At the bottom of this monolithic society are the teeming hordes of least and lesser devils that live and die by the whim of their masters. They are ruled by greater devils, which manage the day-to-day functions of Hell's society. These, in turn, are commanded by the archdevils themselves. The archdevils wield incredible power—comparable to that of many deities—and their word is law.

Baatezu Traits: A baatezu possesses all of the following traits (unless otherwise noted in a creature's entry):

—Immunity to fire and poison.

—Resistance to acid 10 and cold 10.

—See in Darkness (Su): Baatezu can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

—Summon (Sp): Baatezu share the ability to summon others of their kind (the success chance and type of baatezu summoned are noted in each monster description).

—Telepathy.

DEVILS AND SUMMONING

Most baatezu have the ability to summon others of their kind. While the flavor of devils calling upon their debtors for aid makes the baatezu interesting, it can also prove problematic in play. Encounters with devils can quickly swing from relatively easy to overwhelming. Most of all, the random nature of a summoning runs counter to a devil's lawful nature.

You might choose to remove the summon baatezu ability from any devil that possesses it. In return, the devil can gain two bonus feats: Brand of the Nine Hells and the feat tied to whichever of the nine archdukes of Hell that devil serves, such as Mark of Cania, Mark of Maladomini, or Mark of Nessus (see page 84). While these feats might not be as powerful as the summoning ability, they are much more reliable.

The Brand of the Nine Hells and its associated feats were specifically designed to add some flavor and options to a devil, However, if these new feats aren't to your taste or needs, you can choose to substitute other feats in their place. In that case, grant the devil any two feats of your choice.

DEVILS IN EBERRON

Unless otherwise noted, devils are native to the plane of Shavarath, where they wage eternal war against demons and celestials. On occasion, a mortal caster conjures one of these schemers to do his bidding. Otherwise, the devils plot and connive, manipulating mortals on the Material Plane to further their ends in their endless war.

DEVILS IN FAERÛN

As with the Great Wheel Cosmology, devils are native to the Nine Hells. The Blood War draws many into the Barrens of Doom and Despair, while others filch souls from the Fugue Plane. Most, though, live and die in Hell, devoured by the great bureaucratic machine that rules that bleak place.

ABISHAI

This creature resembles a living gothic gargoyle with scaly skin. It has the wings of a bat and a whipping, prehensile tail that ends in a stinger.

The abishais are cruel torturers and wardens of the Nine Hells. They owe their allegiance to Tiamat. In order of ascending power, the five colors of abishais are white, black, green, blue, and red.

STRATEGIES AND TACTICS

Abishais start a combat by dividing large groups of foes using *scare* and *suggestion* spells. They then target survivors with their *wrack* spell-like ability (see the sidebar on page 111) before closing in for melee combat. Inept flyers, they drop amid their ravaged foes to finish off opponents with their stingers.

SAMPLE ENCOUNTERS

Abishais are class-conscious and do not interact with those of different colors. At most, abishai deal with those of one higher or one lower rank. The wing is the most common encounter.

Individual (EL 4–8): A solitary abishai is likely a scout or messenger.

Wing (EL 6–10): These groups usually contain two or three abishais.

EL 8: Two green abishais scour the land for fugitives that somehow escaped their prison.

Wail (EL 10–14): Wails are groups of abishais that operate horrific prison compounds. Each group includes as few as three abishais or many as a dozen, guarding a few score prisoners.

ECOLOGY

Abishais see themselves as children of Tiamat, so they are most commonly found near her lair on Avernus. They occupy massive strongholds designed to hold captives for interrogation and processing to other layers in Hell. Just as the Spawn of Tiamat are the manifestation of Tiamat's will and desire to dominate the Material Plane, the abishais are the manifestation of her Hell-forged dominion and guardians of her home territories. They willingly work with the spawn of Tiamat when called to fight on mortal realms, typically assuming positions of power and leadership over mortal dragonspawn.

SWAPPABLE SPELL-LIKE ABILITIES

The spell-like abilities granted to baatezu are the most likely spells available to a typical member of their breed. While this should be true for most encounters, there's no reason to suggest all devils of the particular type have the same assortment of spell-like abilities. To exchange a spell, simply find the devil's spell on the following list and exchange it for one of the given alternatives. If a spell is not mentioned here, it cannot be swapped.

The spell *greater rebuke* is from *Spell Compendium*, and *morality undone* is from *Fiendish Codex I: Hordes of the Abyss*. All others are from the *Player's Handbook* or this book.

Common Spell	Alternate Spell
bestow curse	*ray of exhaustion*
charm person	*sleep*
charm monster	*crushing despair*
clairaudience/clairvoyance	*tongues*
command	*doom*
cone of cold	*cloudkill*
confusion	*greater rebuke*
create undead	*circle of death*
detect good	*detect chaos*
disguise self	*silent image*
dispel chaos	*dispel good*
dispel good	*dispel chaos*
dominate person	*hold monster*
doom	*command*
enervation	*contagion*
fear	*bestow curse*
fireball	*lightning bolt*
fly	*gaseous form*
greater command	*slay living*
haste	*slow*
hold person	*deep slumber*
hold monster	*dominate person*
ice storm	*shout*
insanity	*power word blind*
invisibility	*blur*
lightning bolt	*fireball*
magic circle against good	*magic circle against chaos*
magic weapon	*expeditious retreat*
major image	*displacement*
mass hold monster	*dominate monster*
mass inflict serious wounds	*repulsion*
meteor swarm	*Bigby's crushing hand*
morality undone	*dominate monster*
nondetection	*protection from energy*
order's wrath	*unholy blight*
persistent image	*nightmare*
power word blind	*insanity*
power word stun	*demand*
produce flame	*flaming sphere*
scare	*blindness/deafness*
see invisibility	*locate object*
shield of faith	*sanctuary*
stinking cloud	*sleet storm*
suggestion	*hold person*
unholy aura	*shield of law*
unholy blight	*order's wrath*
wall of fire	*wall of ice*
wall of ice	*wall of fire*

When not serving as wardens, abishais gather into legions to fight alongside other baatezu in the Blood War. Most abishais are grunts, but on occasion, a red abishai might rise high enough to command a force of lemures.

Environment: Abishais are native to the Nine Hells of Baator. Though they are most common on Avernus, pockets of abishais lurk on the second through fifth layers.

Typical Physical Characteristics: An abishai stands between 5 and 7 feet tall, with the white and black being the smallest and the red the largest. They can weigh as little as 250 pounds and as much as 500.

BLACK ABISHAI CR 5

Always LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +7; **Senses** see in darkness; Listen +9, Spot +9
Languages Common, Infernal; telepathy 100 ft.

AC 22, touch 13, flat-footed 19
(+3 Dex, +1 armor, +8 natural)
hp 32 (5 HD); regeneration 2; **DR** 5/good
Immune acid, fire, poison
Resist cold 10; **SR** 16
Fort +6, **Ref** +7, **Will** +5

Speed 30 ft. (6 squares), fly 40 ft. (poor)
Melee sting +7 (1d4+3 plus 2d4 acid and lingering damage) or
Melee sting +7 (1d4+2 plus 2d4 acid and lingering damage) and
2 claws each +5 (1d4+1) and
bite +5 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +7
Special Actions *summon baatezu*
Combat Gear *oil of darkness, potion of blur*
Spell-Like Abilities (CL 5th):
3/day—*command* (DC 12), *disguise self, scare* (DC 13)
1/day—*charm person* (DC 12), *suggestion* (DC 14), *wrack* (DC 16)*
*See sidebar

Abilities Str 14, Dex 16, Con 15, Int 10, Wis 12, Cha 13
SA lingering damage, spell-like abilities, *summon baatezu*
Feats Improved Initiative, Multiattack
Skills Bluff +9, Concentration +10, Diplomacy +3, Disguise +9 (+11 acting), Escape Artist +11, Intimidate +11, Listen +9, Search +8, Spot +9, Use Rope +3 (+5 bindings)
Advancement 6–10 HD (Medium); 11–15 HD (Large)
Possessions combat gear plus *bracers of armor +1*

Lingering Damage (Ex) Creatures struck by a black abishai's sting attack must succeed on a DC 14 Fortitude save or take 1d6 points of acid damage on the following round. The save DC is Constitution-based.

Regeneration (Ex) Takes normal damage from good-aligned weapons, and from spells or effects with the good descriptor.

Summon Baatezu (Sp) 50% chance to summon 1d6 lemures or 20% chance to summon 1d3 white abishais or 1 black abishai; 1/day; CL 5th. This ability is the equivalent of a 3rd-level spell.

BLUE ABISHAI CR 7

Always LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +7; **Senses** see in darkness; Listen +11, Spot +11
Languages Common, Infernal; telepathy 100 ft.

AC 23, touch 13, flat-footed 20
(+3 Dex, +1 armor, +9 natural)
hp 52 (7 HD); regeneration 4; **DR** 10/good
Immune electricity, fire, poison
Resist acid 10, cold 10; **SR** 18
Fort +8, **Ref** +8, **Will** +6

Speed 40 ft. (8 squares), fly 50 ft. (poor)
Melee sting +10 (1d4+4 plus 2d6 electricity and lingering damage) or
Melee sting +10 (1d6+3 plus 2d6 electricity and lingering damage) and
2 claws each +8 (1d4+1) and
bite +8 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +10
Special Actions *summon baatezu*
Combat Gear *elixir of fire breath, oil of darkness*
Spell-Like Abilities (CL 7th):
At will—*charm person* (DC 13), *command* (DC 13), *disguise self*
3/day—*scare* (DC 14), *suggestion* (DC 15), *wrack* (DC 17)*
*See sidebar

Abilities Str 16, Dex 16, Con 16, Int 11, Wis 13, Cha 15
SA lingering damage, spell-like abilities, *summon baatezu*
Feats Improved Initiative, Multiattack, Persuasive
Skills Bluff +14, Concentration +13, Diplomacy +4, Disguise +12 (+14 acting), Escape Artist +13, Intimidate +16, Listen +11, Search +10, Spot +11, Use Rope +3 (+5 bindings)
Advancement 7–14 HD (Medium); 15–21 HD (Large)
Possessions combat gear plus *bracers of armor +1*, 200 gp

Lingering Damage (Ex) Creatures struck by a blue abishai's sting attack must succeed on a DC 16 Fortitude save or take 1d6 points of electricity damage in the following round. The save DC is Constitution-based.

Regeneration (Ex) Takes normal damage from good-aligned weapons, and from spells or effects with the good descriptor.

Summon Baatezu (Sp) 50% chance to summon 2d6 lemures or 20% chance to summon 1d3 green abishais or 1 blue abishai; 1/day; CL 9th. This ability is the equivalent of a 5th-level spell.

GREEN ABISHAI CR 6

Always LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +7; **Senses** see in darkness; Listen +10, Spot +10
Languages Common, Infernal; telepathy 100 ft.

AC 22, touch 13, flat-footed 19
(+3 Dex, +1 armor, +8 natural)
hp 45 (6 HD); regeneration 3; **DR** 10/good
Immune acid, fire, poison
Resist cold 10; **SR** 17
Fort +8, **Ref** +8, **Will** +6

Speed 30 ft. (6 squares), fly 40 ft. (poor)
Melee sting +8 (1d4+3 plus 2d6 acid and lingering damage) or
Melee sting +8 (1d4+2 plus 2d6 acid and lingering damage) and
2 claws each +6 (1d4+1) and
bite +6 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +8
Special Actions *summon baatezu*
Combat Gear *oil of darkness, oil of magic fang, potion of aid, potion of haste, potion of sanctuary*

Spell-Like Abilities (CL 6th):

At will—*command* (DC 13), *disguise self*

3/day—*charm person* (DC 13), *scare* (DC 14)

1/day—*suggestion* (DC 15), *wrack* (DC 17)*

*See sidebar

Abilities Str 15, Dex 16, Con 16, Int 11, Wis 13, Cha 14

SA lingering damage, spell-like abilities, *summon baatezu*

Feats Improved Initiative, Multiattack, Persuasive

Skills Bluff +13, Concentration +12, Diplomacy +4, Disguise +11 (+13 acting), Escape Artist +12, Intimidate +15, Listen +10, Search +9, Spot +10, Use Rope +3 (+5 bindings)

Advancement 6–12 HD (Medium); 13–18 HD (Large)

Possessions combat gear plus *bracers of armor +1*, 100 gp

Lingering Damage (Ex) Creatures struck by a green abishai's sting attack must succeed on a DC 16 Fortitude save or take 1d6 points of acid damage in the following round. The save DC is Constitution-based.

Regeneration (Ex) Takes normal damage from good-aligned weapons, and from spells or effects with the good descriptor.

Summon Baatezu (Sp) 50% chance to summon 1d6 lemures or 20% chance to summon 1d3 black abishais or 1 green abishai; 1/day; CL 7th. This ability is the equivalent of a 4th-level spell.

RED ABISHAI CR 8

Always LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +7; **Senses** see in darkness; Listen +13, Spot +13

Languages Celestial, Common, Infernal; telepathy 100 ft.

AC 25, touch 13, flat-footed 22

(+3 Dex, +1 armor, +11 natural)

hp 60 (8 HD); regeneration 5; **DR** 10/good

Immune fire, poison

Resist acid 10, cold 10; **SR** 19

Fort +9, **Ref** +9, **Will** +8

Speed 40 ft. (8 squares), fly 50 ft. (poor)

Melee sting +12 (1d4+4 plus 2d6 fire and lingering damage) or

Melee sting +12 (1d4+3 plus 2d6 fire and lingering damage) and

2 claws each +9 (1d4+1) and

bite +9 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +11

Special Actions *summon baatezu*

Combat Gear *necklace of fireballs (type III)*

Spell-Like Abilities (CL 8th):

At will—*command* (DC 14), *disguise self*, *scare* (DC 15), *suggestion* (DC 16)

3/day—*charm monster* (DC 17), *wrack* (DC 18)*

*See sidebar

Abilities Str 17, Dex 17, Con 17, Int 12, Wis 14, Cha 16

SA lingering damage, spell-like abilities, *summon baatezu*

Feats Improved Initiative, Multiattack, Weapon Focus (sting)

Skills Bluff +14, Concentration +14, Diplomacy +5, Disguise +14 (+16 acting), Escape Artist +14, Intimidate +16, Knowledge (the planes) +12, Listen +13, Search +12, Spot +13, Survival +2 (+4 on other planes), Use Rope +3 (+5 bindings)

Advancement 9–16 HD (Medium); 17–24 HD (Large)

Possessions combat gear plus *bracers of armor +1*

Lingering Damage (Ex) Creatures struck by a red abishai's sting attack must succeed on a DC 17 Fortitude save or take 1d6 points of fire damage in the following round. The save DC is Constitution-based.

Regeneration (Ex) Takes normal damage from good-aligned weapons, and from spells or effects with the good descriptor.

Summon Baatezu (Sp) 50% chance to summon 2d6 lemures or 20% chance to summon 1d3 blue abishais or 1 red abishai; 1/day; CL 9th. This ability is the equivalent of a 5th-level spell.

ABISHAI LORE

Characters with ranks in Knowledge (the planes) or Knowledge (religion) can research abishais to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
14	This creature is an abishai. It is an outsider native to the Nine Hells of Baator.
19	The sting of an abishai carries a powerful pulse of energy that damages twice, once when struck and again a few moments later.

Knowledge (Religion)

DC	Result
14	Abishais are believed to be devils created by Tiamat. They all swear their fealty to her.

WHITE ABISHAI CR 4

Always LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +6; **Senses** see in darkness; Listen +8, Spot +8

Languages Common, Infernal; telepathy 100 ft.

AC 19, touch 12, flat-footed 17

(+2 Dex, +1 armor, +6 natural)

hp 28 (4 HD); regeneration 1; **DR** 5/good

Immune cold, fire, poison

Resist acid 10; **SR** 15

Fort +6, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares), fly 40 ft. (poor)

Melee sting +5 (1d3+1 plus 2d4 cold and lingering damage) and

2 claws each +3 (1d3) and

bite +3 (1d4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +5

Special Actions *summon baatezu*

Combat Gear *oil of magic fang*, *potion of mage armor*, *potion of sanctuary*, *potion of shield of faith +2*

Spell-Like Abilities (CL 5th):

3/day—*command* (DC 12), *disguise self*, *scare* (DC 13)

1/day—*charm person* (DC 12)

Abilities Str 13, Dex 15, Con 15, Int 10, Wis 12, Cha 12

SA lingering damage, spell-like abilities, *summon baatezu*

Feats Improved Initiative, Multiattack

Skills Bluff +8, Concentration +9, Diplomacy +3, Disguise +8 (+10 acting), Escape Artist +9, Intimidate +10, Listen +8, Search +7, Spot +8, Use Rope +2 (+4 bindings)

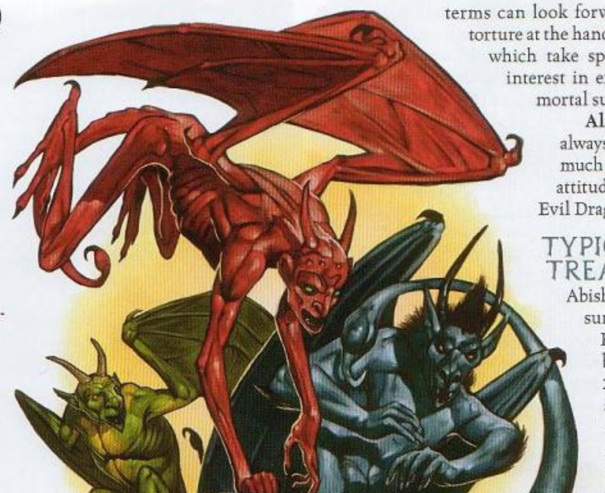
Advancement 6–10 HD (Medium); 11–15 HD (Large)

Possessions combat gear plus *bracers of armor +1*

Lingering Damage (Ex) Creatures struck by a white abishai's sting attack must succeed on a DC 14 Fortitude save or take 1d6 points of cold damage in the following round. The save DC is Constitution-based.

Regeneration (Ex) Takes normal damage from good-aligned weapons, and from spells or effects with the good descriptor.

Summon Baatezu (Sp) 50% chance to summon 1d6 lemures or 20% chance to summon 1 white abishai; 1/day; CL 5th. This ability is the equivalent of a 3rd-level spell.



Abishai

Illus. by W. Mahy

SOCIETY

Abishais are arrogant. To themselves, they are the purest of Tiamat's many broods of underlings, making them somehow superior to other baatezu. Since abishais are condemned to serve, they chafe against their low status. Even among themselves, there is an intense rivalry, such that they often refuse to interact with different breeds of abishai.

Individually, abishais prey on mortals, seducing them with promises of wealth and power. Abishais bestow infernal gifts of gold, gems, and magic items to coerce their victims into entering terrible pacts. The mortal who agrees to these terms can look forward to suffering and torture at the hands of these cruel fiends, which take special, almost clinical, interest in exploring the limits of mortal suffering.

Alignment: Abishais are always lawful evil. They draw much of their philosophy and attitudes from the Queen of Evil Dragons.

TYPICAL TREASURE

Abishais have standard treasure for their Challenge Rating: white 1,200 gp, black 1,600 gp, green 2,000 gp, blue 2,600 gp, and red 3,400 gp. All abishais invest their treasure in protective magic items, such as *bracers of armor*, with the rest of their wealth stored in potions and coins.

ADVANCED ABISHAI

Some scholars mistakenly believe that all abishais begin life as white and change color to black, green, blue, and red as they age. In truth, each variety of abishai is a distinct kind of creature, and those that advance in station become something else entirely (typically barbazu).

Level Adjustment: +6 (white or black), +7 (green), +8 (blue or red).

FOR PLAYER CHARACTERS

A lawful evil spellcaster can permanently replace a fiendish giant wasp with a white abishai among his choices for

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ABISHAIS AND WRACK

All abishais, except the white variety, have a spell-like ability based on the *wrack* spell, which originally appeared in *Book of Vile Darkness* and was reprinted in *Spell Compendium*. It is provided here for your convenience.

Wrack

Necromancy [Evil]
Level: Cleric 4, sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid
Duration: 1 round/level + 3d10 minutes; see text
Saving Throw: Fortitude negates
Spell Resistance: Yes

With the final word of the spell, your chosen foe is wracked with such pain that it doubles over and collapses. Its face and hands blister and drip fluid, and its eyes cloud with blood, rendering it blind.

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

Illus. by Daarken

summon monster IV, a bearded devil with a black abishai for *summon monster* V, a chain devil with a green abishai for *summon monster* VI, and a blue abishai for a bone devil for *summon monster* VII. Clerics of Tiamat can call black or green abishai using a *lesser planar ally* spell, red abishai with a *planar ally* spell, and two red abishais with a *greater planar ally* spell.

AMNIZU

Amnizus are guardian devils whose task it is to oversee traffic through the gates of Hell. As the guardians of many portals to Hell, they are encountered in mortal realms more frequently than other devils.

This creature is a green, short, stocky, winged being, vaguely resembling a gargoyle. It has an oversized, elongated head fitted with small, porcine eyes, a pug nose, and a large, fang-filled mouth. Large bat-wings spread from its back.

AMNIZU **CR 7**

Always LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +4; **Senses** see in darkness; Listen +0, Spot +17
Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 21, touch 10, flat-footed 21
(+11 natural)
hp 49 (9 HD); regeneration 4; **DR** 10/good
Immune fire, poison; secure intelligence
Resist acid 10, cold 10; **SR** 18
Fort +7, **Ref** +6, **Will** +8

Speed 30 ft. (6 squares), fly 60 ft. (average)
Melee stupefying touch +10 (2d4 plus Int damage)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +10
Special Actions *summon baatezu*
Combat Gear *potion of cure light wounds, potion of mage armor*
Spell-Like Abilities (CL 14th):
3/day—quickened *fireball* (DC 16)

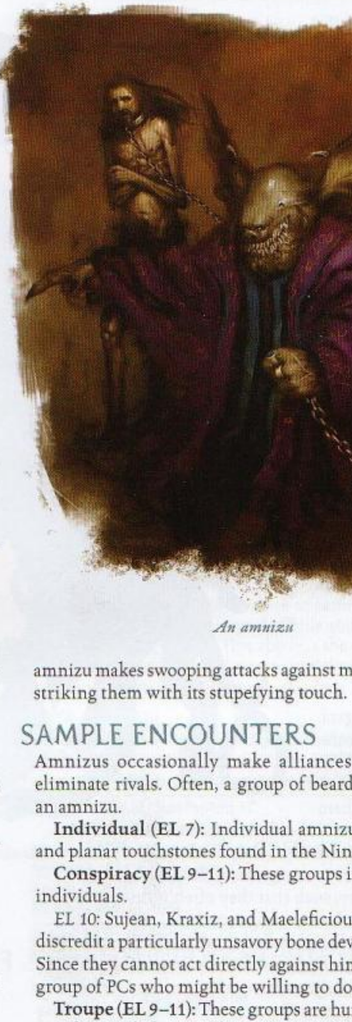
Abilities Str 12, Dex 11, Con 13, Int 15, Wis 11, Cha 16
SA stupefying touch, spell-like abilities, *summon baatezu*
Feats Ability Focus (stupefying touch), Combat Casting, Improved Initiative, Quicken Spell-Like Ability (*fireball*)
Skills Balance +6, Concentration +13, Diplomacy +9, Hide +12, Jump +7, Knowledge (the planes) +14, Search +14, Sense Motive +12, Spellcraft +14, Spot +17, Survival +0 (+2 on other planes or follow tracks), Swim +13, Tumble +12
Advancement 10–18 HD (Medium); 19–27 HD (Large)
Possessions combat gear plus *eyes of the eagle*

Regeneration (Ex) Acid, good-aligned weapons, and spells or effects with the good descriptor deal normal damage to an amnizu.

Secure Intelligence (Ex) Immune to any effect that would damage, drain, or otherwise reduce its Intelligence score.

Stupefying Touch (Su) In addition to the damage, creatures struck by stupefying touch must succeed on a DC 19 Will save or take 2d4 points of Intelligence damage. The save DC is Charisma-based.

STRATEGIES AND TACTICS



An amnizu

An amnizu prefers to fight behind a screening force of lesser minions, such as barbed devils, allowing them to engage smaller victims while the amnizu launches quickened *fireballs* at larger opponents. When these tactics are not viable, an amnizu makes swooping attacks against melee-oriented foes, striking them with its stupefying touch.

SAMPLE ENCOUNTERS

Amnizus occasionally make alliances with mortals to eliminate rivals. Often, a group of bearded devils protects an amnizu.

Individual (EL 7): Individual amnizus monitor portals and planar touchstones found in the Nine Hells.

Conspiracy (EL 9–11): These groups include two to four individuals.

EL 10: Sujean, Kraxiz, and Maeleficious work together to discredit a particularly unsavory bone devil named Oothrix. Since they cannot act directly against him, they search for a group of PCs who might be willing to do their dirty work.

Troupe (EL 9–11): These groups are hunting parties, organized to track down and capture invaders and fugitives.

ECOLOGY

Amnizus occupy checkpoints stationed every ten miles along the River Styx. Visitors must stop at each one to register with these devils, state the purpose of their visit, and subject themselves to a humiliating search. If travelers slip past their bureaucratic web, they organize search parties to scour the land for these errant souls. Amnizus are relentless hunters, recognizing no boundaries, for capturing a fugitive brings great prestige.

Environment: Amnizus are native to the Nine Hells of Baator. The greatest concentrations of them lurk within the largest city in Stygia: Tantlin, the City of Ice.

Typical Physical Characteristics: A typical amnizu stands 5 feet tall and weighs over 200 pounds.

More experienced and older amnizus grow much larger, easily clearing 10 feet in height and weighing in excess of 700 pounds. These advanced amnizus are corpulent horrors dressed in the robes of office, luxuriating in their vast wealth and sampling the delights of the Nine Hells with abandon.

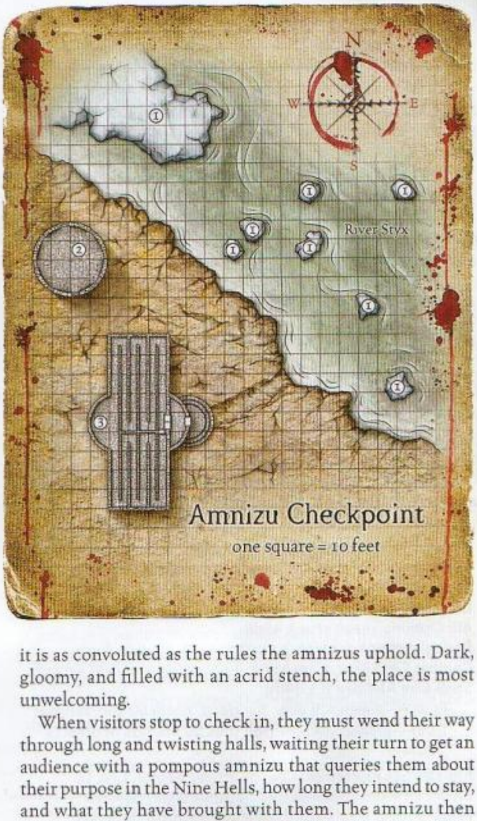
SOCIETY

Amnizus are functionaries and politicians. They are famous for their intrigues and constant plotting. Jockeying for greater station in the hierarchy is their greatest pastime, and when not hunting fugitives, they move in the shadows of infernal cities, brokering secret deals with night hags to secure more souls, and therefore more power.

The amnizus have an inflated sense of self. All others are tools, useful as currency to purchase a greater position. So callous is their disregard for lesser devils that amnizus are often undone by those clever enough to pander to their enormous egos.

Amnizus resent taking orders—they resent being second in anything. Behind the facade of a toothy smile and bobbing head, an amnizu's mind works on how to eliminate its superior. It might maneuver and manipulate its rival in such a way as to discredit the rival in the eyes of its masters, though it's just as likely to employ an assassin to remove the adversary altogether.

Alignment: Amnizus are always lawful evil. Though treacherous and conspiratorial, they always work within the accepted rules to defeat their rivals.



Amnizu Checkpoint

one square = 10 feet

SAMPLE LAIR

This map shows a typical amnizu checkpoint along the River Styx.

1. Ice Floe (Avg. EL 6): Icebergs choke the River Styx throughout Stygia. Near a checkpoint, two white abishai alight on a number of these icy islands to watch for travelers.

2. Watchtower (EL 8): The top of this 50-foot-tall tower holds an amnizu and a pair of white abishais. It falls to them to identify travelers that fail to stop at the checkpoint. The tower has no ground entry. Instead, the tower's crown is ringed with open windows, enabling the devils to come and go as they please.

3. Processing Center (EL Varies): This squat building holds the rest of the amnizus. A literal maze of corridors, it is as convoluted as the rules the amnizus uphold. Dark, gloomy, and filled with an acrid stench, the place is most unwelcoming.

When visitors stop to check in, they must wend their way through long and twisting halls, waiting their turn to get an audience with a pompous amnizu that queries them about their purpose in the Nine Hells, how long they intend to stay, and what they have brought with them. The amnizu then has a white abishai or two thoroughly search the travelers, stripping them down and going through all their equipment. Once a traveler is thoroughly humiliated, he must pay the entrance fee, which never exceeds 500 gp, or the equivalent in magic items, gems, and jewelry.

AMNIZU LORE

Characters with ranks in Knowledge (the planes) can research amnizus to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
17	This creature is an amnizu. It is but one bureaucrat of the many found in the Nine Hells.
22	Amnizus take prisoners so they can tease out their secrets through torture before handing them over to the pain devils. Their touch erases memories.

TYPICAL TREASURE

Amnizus have standard treasure for their Challenge Rating, about 2,600 gp. They invest most of their treasure in potions and wondrous items.

Random Treasure	DMG Page
1d4 potions and oils (minor)	230
1d2 wondrous items (minor)	247

AMNIZUS IN EBERRON

Amnizus are native to Dolurrh. It is their duty to ensure that those interred there remain forever. They are especially watchful for planar travelers, tracking their progress and making certain they don't liberate any of their charges.

FOR PLAYER CHARACTERS

A lawful evil spellcaster can permanently replace a xill with an amnizu among his choices for *summon monster* VI. Evil characters who serve Levistus can call an amnizu with a *planar ally* spell.

ASSASSIN DEVIL (DOGAI)

This humanlike creature has solid gray skin. Its head is almost blank, but it has the faintest suggestion of a nose and two burning, red eyes. Most disturbing is its wicked smile: It curves menacingly and seems fixed, revealing bone white teeth.

ASSASSIN DEVIL **CR 11**
Always LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +9; **Senses** blindsight 60 ft., see in darkness; Listen +23, Spot +23
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 27, touch 19, flat-footed 18; Dodge, Mobility, improved uncanny dodge
(+9 Dex, +8 natural)
Miss Chance 20% shadow form
hp 105 (14 HD); **DR** 10/good
Immune fire, poison
Resist acid 10, cold 10, evasion; **SR** 21
Fort +12, **Ref** +18, **Will** +15

Speed 30 ft. (6 squares); Spring Attack
Melee mwk cold iron longsword +20/+15/+10 (1d8+6/17–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +14; **Grp** +18
Atk Options sneak attack +5d6
Special Actions assassin's shadow step, shadow form
Combat Gear *elixir of sneaking, 3 potions of cure light wounds*
Spell-Like Abilities (CL 14th):
At will—*dimension door, fog cloud, nondetection, tongues*
1/day—*greater teleport* (self plus 50 pounds of objects only)

Abilities Str 19, Dex 28, Con 17, Int 16, Wis 22, Cha 17
SA sneak attack, spell-like abilities, *summon baatezu*
Feats Dodge, Improved Critical (longsword), Mobility, Spring Attack, Weapon Focus (longsword)
Skills Balance +28, Bluff +20, Climb +21, Diplomacy +7, Disguise +3 (+5 acting), Escape Artist +26, Hide +26, Intimidate +5, Jump +23, Listen +23, Move Silently +26, Sense Motive +23, Spot +23, Tumble +28, Use Rope +9 (+11 bindings)
Advancement by character class; **Favored Class** rogue
Possessions combat gear plus masterwork cold iron longsword

Assassin's Shadow Step (Su) As a swift action, an assassin devil can turn invisible until the end of its current turn. The creature remains invisible even if it attacks. An assassin devil can use this ability at will.

Shadow Form (Su) As a swift action, an assassin devil can cause itself to turn into a shadowy, indistinct figure seemingly carved from pure shadow. While in this form, an assassin devil has concealment (20% miss chance) in all but sunlight or in the area of a *daylight* spell. In addition, an assassin devil gains a +4 bonus on Hide checks. An assassin devil can end this effect with a second swift action, and it can remain in shadow form for as long as it wishes.

Assassin devils comprise Hell's hit squad, skilled killers that slay mortals who dare to defy evil.

STRATEGIES AND TACTICS

Assassin devils never fight unless it is on their terms. When an assassin devil attacks, it strikes with no warning. Typically, a dogai approaches its target while under cover of its assassin's shadow step to deal sneak attack damage, then on its next turn uses assassin's shadow step to vanish once more. Its Spring Attack feat allows it to dart into the midst of its enemies, make an attack, and slip away before the foe can ready a proper defense.

When faced with opponents ready for its attacks, a dogai combines its *fog cloud* spell-like ability with Spring Attack and blindsight to wreak havoc on its foes. It saturates an area with fog, then slips through the area, relying on its blindsight to find and eliminate targets. With Spring Attack, it can attack its enemies and fade back into the mist before they have a chance to react.

An assassin devil saves *dimension door* for use when it must retreat, or to appear amid a group of adventurers to catch them by surprise. When fighting with other devils, an assassin devil uses *dimension door* to move into flanking positions.

While assassin devils are baatezu, they cannot summon other devils for support. In the twisted, arcane laws of Hell, they never enter into the pacts that allow devils to summon each other. In return, they are given free rein to slay any devil or being without fear of official punishment.

SAMPLE ENCOUNTERS

Assassin devils are experts at slipping behind enemy lines, impersonating other creatures, and slipping away before anyone ever knew they were there. Most assassin devils operate alone.

Individual (EL 11): A solitary assassin devil is on a mission, either as an assassin or as a spy.

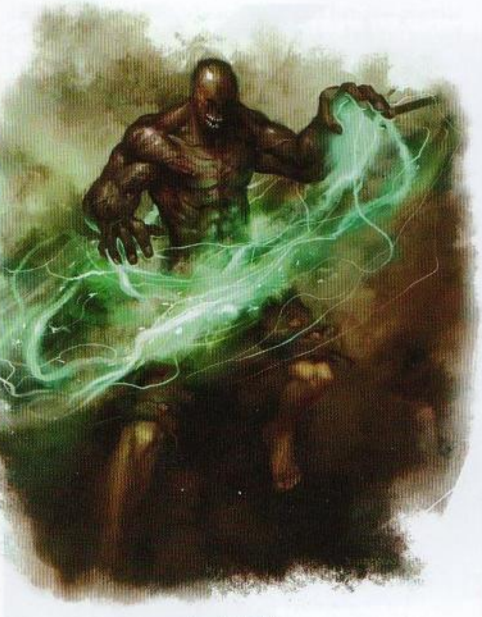
EL 11: Having thwarted one infernal plan too many, a paeliryon dispatches an assassin devil to infiltrate the party and learn more about them. It frequently slips away to report to its master, which then dispatches other devils to prevent the PCs from achieving their goal.

ASSASSIN DEVIL LORE

Characters with ranks in Knowledge (the planes) can research assassin devils to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
21	This creature is an assassin devil, also called a dogai, an outsider native to the Nine Hells of Baator. They are silent killers, expert infiltrators that serve the baatezu as spies and assassins.
26	A dogai can call thick banks of fog to cover its attack. Stay close to each other and stand ready to attack one at the first sign of its approach.
31	An assassin devil is a sneaky combatant, using hit and run tactics. It's just about impossible to corner since it teleports away as soon as it faces a serious threat.



Assassin devil

Team (EL 13–15): These groups include two to four individuals. They are often assassins.

Assassin (EL 17): This assassin devil has six levels of the assassin prestige class. Elite killers, these fiends are feared by all devils, for they could be anywhere.

ECOLOGY

Assassin devils live alongside mortals. Through extensive uses of their spell-like abilities, they can move without detection, slipping unseen into secret meetings, eavesdropping on strategies, and assassinating particularly dangerous threats to baatezu plans. In Baator, they fulfill many of the same roles and lurk in the courts of pit fiends and archdevils alike.

Environment: Assassin devils are native to the Nine Hells of Baator. The first of their kind were mere shadows of vaguely sentient, malicious will. Asmodeus ordered these creatures collected, melted in a pit of fire, and their essences reforged into assassin devils. Even today, assassin devils are seen as outcasts. No one trusts them. They dwell on the fringes of baatezu society, working behind the scenes to enforce their masters' will. Rumors abound of independent dogai that have broken free of Hell's infernal order.

Typical Physical Characteristics: An assassin devil stands 6 feet tall and weighs 185 pounds. All assassin devils look identical in their normal forms.

SOCIETY

Assassin devils are outcasts in the legions of Hell precisely because they are such efficient assassins. An assassin devil on the move is one in search of a victim, and most devils assume the worst when one of these killers appears. The denizens of Hell have a saying: "The assassin devil you see is the assassin devil sent to kill you." Even the mightiest bullies in Hell give these devils a wide berth.

Alignment: Assassin devils are always lawful evil. They are ruthless killers, and they have no compunction about using their abilities to uncover illicit information about their enemies.

TYPICAL TREASURE

Assassin devils have standard treasure for their Challenge Rating, about 17,000 gp. Always on the move, they have little use for gems or jewelry, so they invest their wealth in equipment to help them on their missions.

ASSASSIN DEVILS WITH CLASS LEVELS

Though assassin devils typically advance as rogues, all meet the requirements to enter the assassin prestige class. Experienced dogai often have one to three assassin levels. For every level of assassin added, increase the Challenge Rating by 1. An assassin devil uses *fog cloud* and blindsight to deadly effect, since it can observe its victim through its blindsight ability, even when concealed by the fog.

Level Adjustment: +6.

FOR PLAYER CHARACTERS

Clerics of Dispater receive assassin devils for *planar ally* spells. Fuelled by paranoia, the Lord of the Second plied dozens of assassin devils into his service with rewards of jewels, magic weapons, and other tokens. Dispater sometimes sends these minions to his vassals as servants and spies.

AYPEROBOS SWARM

What at first looks like a cloud of bloody mist is revealed to be a swarm of tiny men. Individually they look like fat hairy humanoids with crimson skin, horns, and disproportionately large mouths. They flutter about on sparrow wings, moving together in unison, as if they were one creature.

AYPEROBOS SWARM **CR 12**

Always LE Diminutive outsider (baatezu, evil, extraplanar, lawful, swarm)
Init +11; **Senses** scent, see in darkness; Listen +18, Spot +18
Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 25, touch 21, flat-footed 18; Dodge, Mobility
(+4 size, +7 Dex, +4 natural)
hp 71 (13 HD); regeneration 3; **DR** 10/good or silver
Immune fire, poison, swarm immunities
Resist acid 10, cold 10; **SR** 25
Fort +9, **Ref** +15, **Will** +10

Speed 5 ft. (1 square), fly 90 ft. (perfect)
Melee swarm (3d6 plus disease)
Space 10 ft.; **Reach** 0 ft.
Base Atk +13; **Grp** —
Special Actions control body, disease, distraction, *summon baatezu*

Abilities Str 1, Dex 24, Con 13, Int 8, Wis 15, Cha 13
SA control body, disease, distraction, *summon baatezu*
SQ swarm traits

Illus. by Daarken

Feats Ability Focus (disease), Ability Focus (distraction), Dodge, Improved Initiative, Mobility

Skills Hide +35, Intimidate +17, Knowledge (the planes) +15, Listen +18, Search +15, Spot +18, Survival +18 (+20 on other planes or to follow tracks)

Advancement —

Regeneration (Ex) Silver, good-aligned weapons, and spells or effects with the good descriptor deal normal damage to an ayperobos.

Disease (Ex) Devil chills—swarm, Fortitude DC 19, incubation 1d4 days, damage 1d4 Str. The save DC is Constitution-based. It takes three, not two, successful saves in a row to recover from devil chills.

Control Body (Ex) An ayperobos swarm automatically burrows into the flesh of any creature that is within its space and fails a Fortitude save to resist becoming distracted (see below). The swarm is removed from play as it takes control of the victim's body. This ability functions like the *dominate monster* spell. Each round, the subject gains a new Fortitude save to expel the swarm from its body. Should the subject succeed, the swarm leaves the victim's body and occupies the same space it did before seizing control, filling a 10-foot square that must include the subject. Those creatures that eject the swarm also resist the distraction effect for that round.

Distraction (Ex) Any creature vulnerable to an ayperobos swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round and must save against the control body ability; a DC 19 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 19 + spell level). A creature trying to use a skill that requires patience and concentration must make a successful DC 19 Concentration check to do so. The save DC is Constitution-based.

Summon Baatezu (Sp) Once per day, an ayperobos swarm can attempt to summon another ayperobos swarm with a 75% chance of success. This ability is the equivalent of a 5th-level spell (CL 13th).

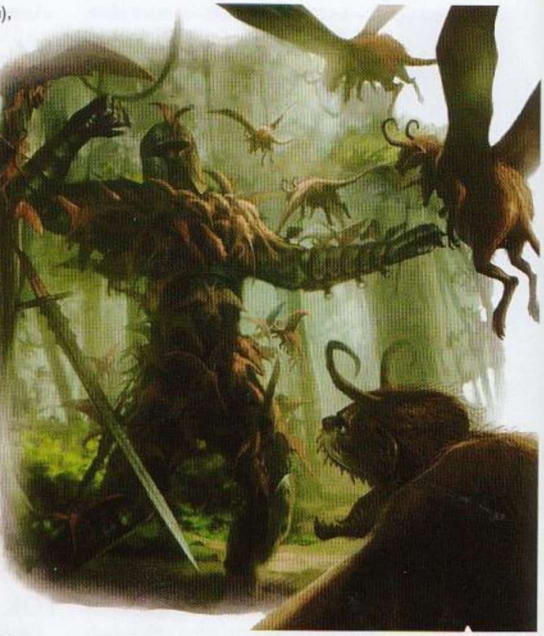
The ayperobos is a swarm of hateful devils that work together to bring down larger foes.

STRATEGIES AND TACTICS

Though individually quite small and harmless, when gathered into a swarm, ayperoboses are tenacious opponents. They immediately fly to cover as many opponents as possible, rending the creatures' flesh with their tiny teeth. If the swarm manages to distract an opponent, it burrows into its prey's flesh and forces it to do as the swarm wills, attacking its comrades or simply looking like a fool. If not, the devils feast on the victim's flesh, spraying a mist of blood and bits of flesh into the air.

SAMPLE ENCOUNTER

Ayperoboses are malicious little adversaries. The swarms are only encountered individually.



Ayperobos swarm

Illus. by J. Zhang

Colony (EL 12): Individual swarms harass devils and other creatures, but they prefer mortal victims.

ECOLOGY

Products of Baalzebul's foul imagination, ayperobos swarms are akin to clouds of mosquitoes found in the swamps and mires of the Material Plane. They prowl the misty reaches of the plane, setting upon anyone or anything less powerful. They are especially fond of lemures and nupperibos, and they tear apart these wretches with relish.

An individual ayperobos is quite powerless. It has little ability to do harm by itself, and on some layers, the small

AYPEROBOS LORE

Characters with ranks in Knowledge (the planes) can research ayperobos swarms to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
23	This swarm is an ayperobos, a cloud of thousands of diminutive devils.
28	When an ayperobos swarm engulfs a creature, the tiny devils burrow into its flesh to take control of the victim. An individual who cannot resist becomes a plaything for a legion of fiends.

devils are considered delicacies by larger fiends—popular for their squeals and the sudden rush of blood when crushed between the teeth. The need to survive drove these creatures to form into colonies; they found that other fiends were much less likely to hunt them when so grouped.

Environment: Ayperobos swarms are native to the Nine Hells of Baator. They are rarely encountered outside Maladomini.

Typical Physical Characteristics: An individual ayperobos stands 6 inches tall and weighs 8 ounces. Coarse black hair covers its ruddy red skin. Small black horns sprout from its head, and it has a maw filled with needle-sharp teeth.

SOCIETY

Having realized they individually stand little chance of survival, the ayperoboses gathered into swarms and discovered that they were far more powerful together than they were individually. They manage to retain their cohesiveness through constant telepathic communication. This ability allows them to function as a single creature.

These fiends harbor a grudge against other devils. Too many of their kind have suffered ignominious deaths at the hands of the larger baatezu. The ayperoboses intend to get their revenge, and so they stalk devils that enter their territory to show them how it feels to be helpless in the presence of a more powerful creature.

Alignment: Ayperoboses are always lawful evil. Though fickle and capricious, they abide by a rigid social order.

TYPICAL TREASURE

Ayperobos swarms do not collect treasure.

HARVESTER DEVIL (FALXUGON)

A saturnine humanoid flashes a charming smile, exposing gleaming, pointed canine teeth. Its slick, tightly cropped hair drops down over its forehead in a widow's peak, which is flanked by two tiny horns, like those of a baby goat. The creature wears luxurious, impeccably fashionable garments. Instead of feet, it possesses a formidable pair of cloven hooves. Its eyes glow red. A prehensile tail, covered in crimson scales, impatiently twitches from a long opening cut into the back of its fine outfit.

HARVESTER DEVIL **CR 7**

Always LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +9; **Senses** see in darkness; Listen +12, Spot +12

Languages Celestial, Common, Infernal; telepathy 100 ft.

AC 22, touch 15, flat-footed 17

(+5 Dex, +7 natural)

hp 67 (9 HD); **DR** 5/good or magic

Immune fire, poison

Resist acid 10, cold 10; **SR** 17

Fort +9, **Ref** +11, **Will** +8

Speed 30 ft. (6 squares)

Melee dagger +14/+9 (1d4+2/19–20 plus infernal debt)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +11

Atk Options infernal debt

Special Actions *summon baatezu*

Spell-Like Abilities (CL 9th):

At will—*disguise self, greater teleport* (self plus 50 pounds of gear only)

1/day—*mirror image*

3/day—*dispel magic* (DC 19), *vampiric touch* (melee touch +14)

Abilities Str 14, Dex 20, Con 16, Int 14, Wis 14, Cha 22

SA infernal debt, spell-like abilities

SQ alignment mask, refuge of the damned

Feats Ability Focus (refuge of the damned), Improved Initiative, Quick Draw, Weapon Finesse

Skills Balance +7, Bluff +16, Concentration +13, Decipher Script +12, Diplomacy +20, Disguise +16 (+18 acting), Escape Artist +10, Forgery +12, Hide +15, Intimidate +18, Jump +4, Listen +12, Sense Motive +7, Sleight of Hand +12, Spot +12, Tumble +10, Use Rope +5

Advancement by character class; **Favored Class** rogue

Possessions dagger

Alignment Mask (Su) When it is exposed to any effect that can determine alignment or sense an alignment aura, a harvester devil can make a Bluff check opposed by the detector's Sense Motive check. If the harvester devil's check succeeds, it does not register as evil. The harvester devil still remains susceptible to other effects that target evil creatures, such as smite evil.

Infernal Debt (Su) A harvester devil's ichor-soaked dagger places a powerful curse upon those struck by it. When struck by this weapon, a target must make a successful DC 20 Will save or take a -–2 penalty on attack rolls, checks, and saves as feelings of fatigue and sloth overcome him. Multiple attacks with this venom do not stack. This penalty lasts for 24 hours or until the target willingly strikes a good-aligned creature. This attack must deal its full normal damage, though the victim can opt to make an unarmed strike or other similarly ineffectual blow. In any case, he cannot opt to deal less damage than normal, nor can he accept the standard –4 penalty on the attack roll to deal nonlethal damage. The victim feels a strange urge to strike eligible targets to break the curse, and he can feel soothing relief waiting for him if he only gives in to the malevolent whispers that echo in his mind. A *remove curse* or *heal* spell rids a victim of the penalties, as well as the urge to do a companion harm. This is a mind-affecting ability, and the save DC is Charisma-based.

Refuge of the Damned (Su) Through a bizarre clause in the Pact Primeval, harvester devils are magically warded to prevent attacks by all nonoutsiders, at least until they strike first. A harvester devil continually gains the benefit of a *sanctuary* spell; a DC 22 Will save is required to overcome this effect. Outsiders are unaffected by this ability. If a harvester devil attacks any opponent, this ability ceases to function for 1 minute. A nonoutsider that succeeds on its save against refuge of the damned takes a –2 penalty on all saves for 1 minute, the cosmic price for breaking the ancient clause that protects harvester devils. The save DC is Charisma-based.

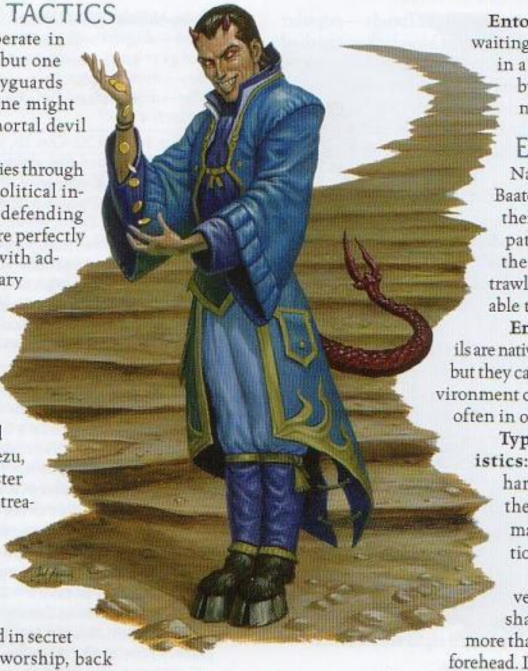
Summon Baatezu (Sp) Once per day, a harvester devil can attempt to summon 2d6 lemures with a 50% chance of success or 1d4 bearded devils with a 35% chance of success. This ability is the equivalent of a 3rd-level spell (CL 12th).

Harvester devils are the seductive schemers of legend, undermining societies and exposing individuals to insidious temptations.

STRATEGIES AND TACTICS

Harvester devils rarely operate in concert with one another, but one is often attended by bodyguards of lower-ranking devils. One might also surround itself with mortal devil cultists.

Falxugons win their victories through trickery, persuasion, and political intrigue. Though capable of defending themselves in a fight, they are perfectly willing to flee encounters with adventurers. If a fight is necessary to protect evidence of their activities from falling into virtuous hands, they will stand and do battle. Otherwise, they would rather slip out a back exit while invading adventurers are delayed by minions, summoned baatezu, or physical obstacles. Harvester devils frequently guard their treasures and secrets with clever mechanical traps.


Harvester devil

Illus. by C. Frank

SAMPLE ENCOUNTERS

Harvester devils can be found in secret temples dedicated to devil worship, back rooms of corrupt business establishments, or attending cruel monarchs as trusted courtiers. They might travel in caravans, lurk by crossroads at midnight, or hide in sewers beneath busy cities. Harvester devils can also be found openly walking the streets of lawful evil cities.

Individual (EL 7) When meeting a mortal it hopes to seduce into signing a pact, a harvester devil might travel alone.

Cult (EL 9) In an area serving as the headquarters of a local devil cult, a harvester devil might be found alongside a 5th-level cleric and two 3rd-level monks.

Entourage (EL 11) A falxugon waiting at a crossroads or traveling in a caravan might be attended by three bearded devils and nine nupperibos.

ECOLOGY

Native to the Nine Hells of Baator, and found in profusion there, harvester devils are dispatched in large numbers to the Material Plane, diligently trawling for mortal souls vulnerable to damnation.

Environment: Harvester devils are native to the Nine Hells of Baator, but they can be encountered in any environment on the Material Plane, most often in or near civilized areas.

Typical Physical Characteristics: In its disguised form, a harvester devil resembles either a slightly portly human male or a seductively proportioned woman.

In its natural form, a harvester devil is humanoid in shape. Two small horns, no more than an inch high, jut from its forehead. Its legs are normally proportioned but terminate in large cloven hooves. A 2-foot-long prehensile tail, sometimes ending in a sharp-looking prong, is attached to a harvester's coccyx. The tail looks nasty but is ineffective as a weapon. The tail signals a harvester's emotional state, moving in a graceful, serpentine ripple when it is contented, or jabbing erratically about when it is agitated. When a harvester makes a Bluff check, assume that it has successfully disguised the twitching of its tail, as it would any other physical indicator of its mood.

Like other devils, harvesters are ageless.

SOCIETY

Extensive discussion of a harvester devil's role in infernal society appears in Chapters 2 and 3.

TYPICAL TREASURE

No currency has proven more effective in the wholesale purchasing of souls than glittering gold. Harvesters typically carry gold in portable form, as gold chains and jewelry, encrusted with gems. They also often carry small, often decadently beautiful, sculptures or other art objects created by diabolical goldsmiths.

These items usually add up to the standard value for a CR 7 creature. However, when the harvester is an adventure's primary villain, and the climactic encounter reveals it in its local headquarters, it might have a store of gold worth four to five times the standard value. This treasure is guarded by additional cultists and companion creatures, providing a challenge commensurate with the haul. Further, this trove is carefully hidden and secured by traps of an appropriately diabolical nature.

HARVESTER DEVIL LORE

Characters with ranks in Knowledge (the planes) can learn more about a harvester devil. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the planes)

DC	Result
17	Good weapons deal the most damage to a harvester devil. The creature is immune to fire and poison, and it might be able to summon lemures or bearded devils.
22	A harvester devil can create illusory doubles of itself, while a ward prevents creatures from attacking unless it initiates hostilities first.
27	A harvester's dagger deals a strange wound that weakens a victim until he attacks an ally.

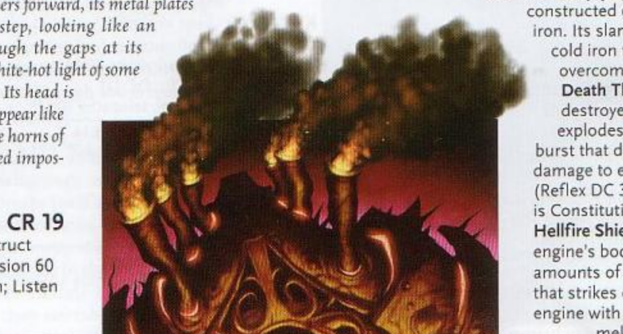
HARVESTER DEVILS WITH CLASS LEVELS

A harvester devil's favored class is rogue. An elite harvester devil is a sneaky, treacherous fiend that can talk a paladin into betraying his ideals and lure a bishop into selling his soul. When words fail, an elite harvester devil prefers to slip a knife between its foe's ribs.

Level Adjustment: +4.

HELLFIRE ENGINE

This automaton thunders forward, its metal plates shrieking with each step, looking like an armored giant. Through the gaps at its joints you can see the white-hot light of some inferno raging within. Its head is terrifying, wrought to appear like a bearded man with the horns of a stag, its mouth opened impossibly wide.



A hellfire engine

Illus. by D. Allsop

HELLFIRE ENGINE CR 19

Always N Huge construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages none

AC 37, touch 7, flat-footed 37 (–2 size, –1 Dex, +30 natural)

hp 282 (44 HD); **DR** 15/adamantine and good

Immune construct immunities

Resist acid 10, electricity 10, sonic 10; **SR** 29

Fort +14, **Ref** +13, **Will** +14

Weakness vulnerability to cold

Speed 20 ft. (4 squares)

Melee 2 slams each +30 (2d6+21 plus 6d6 hellfire)*

*Includes adjustments for Power Attack feat (–11 attack, +11 damage)

Space 15 ft.; **Reach** 15 ft.

Base Atk +33; **Grp** +51

Atk Options Power Attack

Special Actions breath weapon

Abilities Str 30, Dex 8, Con —, Int —, Wis 11, Cha 1

SA breath weapon, death throes, hellfire slams

SQ cold iron body, construct traits, hellfire shield

Feats Power Attack^{B}

Advancement 45–48 HD (Huge); 49–98 HD (Gargantuan)

Breath Weapon (Su) 60-ft. cone, once every 1d4 rounds, 20d10 damage, Reflex DC 32 half. The save DC is Constitution-based.

Cold Iron Body (Ex) A hellfire engine is constructed entirely out of cold iron. Its slam attacks count as cold iron for the purpose of overcoming damage reduction.

Death Throes (Ex) When destroyed, a hellfire engine explodes in a 60-foot-radius burst that deals 20d10 points of damage to everything in the area (Reflex DC 32 half). The save DC is Constitution-based.

Hellfire Shield (Su) A hellfire engine's body casts of tremendous amounts of energy. Any creature that strikes or touches a hellfire engine with an armed or unarmed melee attack, or that grapples a hellfire engine, automatically takes 6d6 points of damage. A creature takes damage from this ability only once per turn.

Hellfire Slams (Su) A hellfire engine deals an extra 6d6 points of hellfire damage with its slam attacks.

Hellfire engines are infernal constructs constructed as artillery for use in the Blood War.

STRATEGIES AND TACTICS

A hellfire engine responds to the simple commands of its creator, just like a golem, although it can also be ordered to follow the commands of another creature. When ordered to fight, it opens up with its breath weapon and then ambles forward, its fists leaving fiery arcs in the air.

A hellfire engine's most notable trait is the pure hellfire it spits at its opponents. No creature in the known cosmos can resist a hellfire engine's awful attacks. Many devils speculate that hellfire engines serve not only to annihilate legions of devils, but also to deter any of the dukes of Cania from turning against Mephistopheles.

HELLFIRE

Hellfire is the creation of Mephistopheles, archduke of Cania. Hotter than the hottest flames of any world, hellfire burns with a white-hot glow and is capable of burning through even the hardest of substances. Hellfire does not deal fire damage, despite its flames. Even creatures with immunity or resistance to fire take full normal damage from these hellish flames. Hellfire also deals full damage to objects, unlike normal fire damage.

SAMPLE ENCOUNTERS

Hellfire engines are blessedly rare. The resources required to create them are scarce and only a master of hellfire can construct one. They are encountered individually, though squads of steel devils, orthons, and bearded devils sometimes support them.

Individual (EL 19): Individual hellfire engines serve as guardians for powerful devils.

Strike Force (EL 19): This group consists of a hellfire engine accompanied by a squad of either ten bearded devils, six orthons, or six steel devils.

ECOLOGY

Hellfire engines are tools of war. They anchor armies, lending impressive artillery to the ranks of devils. When not on loan to stem the flood of demon invaders, these constructs serve their creator, Mephistopheles, acting as guards or even just symbols of the devil's power and prestige.

Environment: Hellfire engines are native to the Nine Hells of Baator, but they can be found in any land or underground.

Typical Physical Characteristics: A hellfire engine stands 16 feet tall and weighs 40,000 pounds.

CONSTRUCTION

A hellfire engine is assembled from 40,000 pounds of cold iron bathed in the blood of a dozen celestials and then polished with a rare blend of brimstone, sulfur, and acids found only in Hell, costing at least 80,000 gp. Assembling the body requires a DC 20 Craft (armorsmithing) check or a DC 20 Craft (weaponsmithing) check.

CL 25th; Craft Construct (*MM* 303), *hellfire storm*, *geas/quest*, *limited wish*, *polymorph any object*, caster must be at least 25th level and lawful evil; Price 320,000 gp; Cost 200,000 gp + 9,600 XP.

HELLFIRE ENGINE LORE

Characters with ranks in Knowledge (arcana) or Knowledge (the planes) can research hellfire engines to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Arcana)

DC	Result
29	This automaton is a hellfire engine, a construct created in the Nine Hells.
34	A hellfire engine spews gouts of hellfire, an energy unlike other forms of fire. These creatures are also quite hot, and their attacks burn not only the flesh but the soul.
39	As creatures of fire and steel, hellfire engines are susceptible to cold. They have a tendency to explode when they are destroyed.

Knowledge (the Planes)

DC	Result
29	Mephistopheles is the undisputed master of hellfire. He is responsible for a number of abominations tied to this substance, but few are as dangerous as the hellfire engine.

TYPICAL TREASURE

Hellfire engines do not collect treasure, and such specialized weapons of war are rarely used simply to guard a vault or hoard.

KALABON

This disgusting creature appears to be a heap of glistening flesh mounted on three stumpy legs. Blood and pus leak from its many sphincters, giving its body a slippery appearance. A single feeler samples the air through sucking nostrils.

KALABON CR 1/2

Always LE Small outsider (evil, extraplanar, lawful)
Init –1; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Aura stench (10 ft., DC 12)
Languages Infernal; telepathy 100 ft.

AC 14, touch 10, flat-footed 14
(+1 size, –1 Dex, +4 natural)
hp 6 (1 HD); fast healing 2
Immune acid, cold
Fort +4, **Ref** +1, **Will** +3
Weakness light sensitivity

Speed 30 ft. (6 squares)
Melee tentacle +4 (1d4+1 plus 1d3 acid)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** –2
Special Actions acid tentacles, stench

Abilities Str 13, Dex 9, Con 14, Int 4, Wis 12, Cha 7
SA acid tentacles, stench
SQ colony mass, colony growth, colony split, light sensitivity
Feats Weapon Focus (tentacle)
Skills Climb +5, Hide +7, Listen +5, Move Silently +3, Spot +5
Advancement see text

Acid Tentacles (Ex) A kalabon deals an extra 1d3 points of acid damage with its natural attacks.

Stench (Ex) At the end of each of a kalabon's turns, creatures within 10 feet of it must succeed on a DC 12 Fortitude save or become sickened for 1 round. The save DC is Constitution-based.

A creature that successfully saves cannot be affected by that same kalabon's stench for 24 hours. Baatezu are immune to the stench.

Colony Mass (Ex) When encountered in large numbers, kalabons are a dangerous menace. Up to thirty-two kalabons can combine into one larger creature. As a standard action, a kalabon can combine with another kalabon in the same or an adjacent square to form a colony. A colony has hit points equal to the total current hit points of members of its mass. For example, a kalabon with 4 hit points that joins a colony grants the colony an extra 4 hit points. A colony uses the base statistics for the standard small kalabon, but with a +1 bonus on attack rolls for every two kalabons within it.

Colony Growth (Ex) A colony of four or more kalabons grows in size, becoming Medium. A colony of eight or more kalabons is Large. Thirty-two kalabons form a Huge colony. A kalabon's attack deals increased damage based on its size. In addition, each time a kalabon increases in size, it gains an additional tentacle attack. The accompanying table summarizes the changes for each size. Apply the indicated size modifiers to the base kalabon statistics given in this entry. They cover the change from size Small to a larger size category. The

AC modifier applies to the kalabon's standard, touch, and flat-footed ACs. Remember that the colony mass special ability gives a colony a +1 bonus on attack rolls per two kalabons within it.

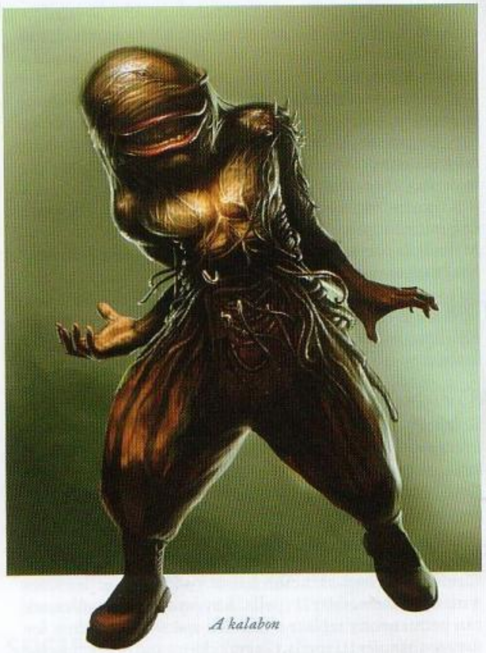
Colony Split (Ex) A kalabon that has joined with one or more of its brethren can burst into a number of Small kalabons as a full-round action. Divide the kalabon's current hit points by 6 and round down. The result is the number of Small kalabons that emerge from the mass. They can occupy any squares that the colony filled, as well as the closest empty spaces. Each kalabon has 6 hit points.

Light Sensitivity (Ex) A kalabon is dazzled in bright sunlight or within the radius of a *daylight* spell.

Kalabons are devils spawned from the rotting flesh of the Hag Countess's carcass. Though she is dead, her essence lives on in their minds.

STRATEGIES AND TACTICS

Kalabons fight in small groups called colonies. Usually, a colony of kalabons breaks itself down into its individual pieces to better swarm over an area in search of food. When a kalabon sights prey, it lets out an awful, shrill screech. The other kalabons in the colony answer in kind, surrounding the poor victims with a chorus of horrid noise. The kalabons then assemble into one or two larger masses before moving to attack. If a kalabon is on the verge of defeat, it breaks into its component pieces so each can attempt to flee.



A kalabon

Illus. by J. Zhang

SAMPLE ENCOUNTERS

Kalabons are always adversaries. The colony is the most common encounter.

Individual (EL 1/2): A lone kalabon is an anomaly and is probably the sole survivor of an attack. It shadows potential prey, keeping out of sight until it can find others of its kind.

Colony (EL 4): Larger colonies consist of eight kalabons. These creatures leave a wide swath of destruction in their wake as they devour everything in their path. On the Material Plane, kalabons create a trail of dead plants and gnawed skeletons.

Cancer (EL 8): Rarely encountered outside Malbolge (though quite common within that dread domain's Hair Forest), a cancer of kalabons is a voracious, unstoppable beast. These creatures form immense masses capable of destroying an entire village.

ECOLOGY

Kalabons are the living remains of the Hag Countess, an unexpected byproduct of Glasya's victory over her rival. After Malagard's death, sections of her flesh retained fragments of her memories. Trapped in a state of maddening pain, they tore themselves free from the carcass to seek their own fates.

Tortured creatures, they are driven by a perverse compulsion to clump together and rebuild their mistress, but the only thing they desire is denied to them by their enslavement to Glasya. Thus, they must bide their time, suffering the psychic screams of their progenitor until the day they can rise from their sorry state and restore the Countess to her former might.

Kalabons reproduce by budding. When one has devoured enough food, it becomes swollen and distended before popping into two kalabons with a hideous, retching sound.

Environment: Native to Malbolge, kalabons lurk in the shadowy corners of that layer, awaiting instructions from their cruel mistress. These creatures sometimes blunder into the Material Plane through gates and other passages.

Typical Physical Characteristics: The average kalabon stands 3 feet tall and weighs about 80 pounds.

SOCIETY

The Hag Countess's psychic anguish distracts kalabons from doing much more than collapsing into heaps to weep pitiably,

Size	Number of Kalabons	AC	hp*	Melee	Size Modifiers
Small	1–3	14	6	tentacle +4 (1d4+1 plus 1d3 acid)	As statistics block
Medium	4–7	13	24	2 tentacles each +5 (1d6 plus 1d4 acid)	–1 on attacks, AC, +4 grapple, –4 Hide
Large	8–31	12	48	3 tentacles each +6 (1d8 plus 1d6 acid)	–2 on attacks, AC, +8 grapple, –8 Hide
Huge	32	11	192	4 tentacles each +17 (2d6 plus 1d8 acid)	–3 on attacks, AC, +12 grapple, –12 Hide

*Number given is for the smallest colony of that size category. Add 6 more hp for each individual beyond the minimum. For instance, a Large colony containing twenty kalabons has 120 hit points.

muttering and grumbling between shaking sobs. To comfort each other, they seek out others of their kind and pile on top of each other, forming heaps of quivering flesh not unlike massive tumors.

They hate everything and everyone. In fact, unless compelled otherwise by their mistress Glasya, they kill anything they encounter in Malbolge. Even when dealing with their mistress, one occasionally lashes out, forcing the archduchess to destroy them with startling regularity.

Alignment: Kalabons are always lawful evil. Their commitment to order is best expressed in their service to Malbolge's current ruler, despite the fact that every kalabon has cause to want her dead.

TYPICAL TREASURE

Kalabons exist in a state of constant anguish and ravenous hunger, so they spend no time accumulating treasure.

ADVANCED KALABONS

Kalabons advance by forming colonies. Groups left alone eventually merge into one larger, nastier creature. Even isolated or active groups of kalabons swell with corruption, bloating and expanding into larger versions of the common kalabon.

FOR PLAYER CHARACTERS

Clerics of Glasya summon kalabons instead of lemures with *summon monster II* spells. Any lawful evil spellcaster can permanently replace a fiendish ape with a kalabon for *summon monster III* spells. Glasya's clerics and other diabolic spellcasters use these creatures as living weapons, setting them to rampage across verdant, peaceful forests.

LEGION DEVIL (MERREGON)

This creature is humanoid in shape, with deep red skin. It wears studded leather armor and a chain coif, and it sports a vicious snarl that reveals sharp teeth. It carries a longsword in one hand. Its other arm ends in a bloated, iron-studded forearm with a small, withered hand hanging from its end.

KALABON LORE

Characters with ranks in Knowledge (the planes) can research kalabons to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
10	Kalabons are repellent outsiders, believed to be the sentient bits of flesh of a fallen archdevil.
15	Kalabons, though not bright, work well in groups. They can combine their mass into one larger creature.
20	A kalabon's tentacle attacks carry a caustic fluid that eats through flesh.

LEGION DEVIL CR 3

Always LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +3; **Senses** see in darkness; Listen +0, Spot +0
Languages Infernal; telepathy 100 ft.

AC 21, touch 13, flat-footed 18; Mobility
(+3 Dex, +2 natural, +3 armor, +3 shield)
hp 19 (3 HD); **DR** 5/magic; legion's strength
Immune fire, poison, fear
Resist acid 10, cold 10; evasion
Fort +5, **Ref** +6, **Will** +5; legion's defenses, legion's mind

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Speed 30 ft. (6 squares)
Melee mwk longsword +8 (1d8+3/19–20) and shield arm bash +1 (1d6+1)
Ranged longbow +6 (1d8/×3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +6
Atk Options legion's battle skill
Special Actions legion's advance, *summon baatezu*

Abilities Str 17, Dex 17, Con 15, Int 6, Wis 10, Cha 10
SA legion's battle skill, *summon baatezu*
Feats Iron Will, Mobility^B, Weapon Focus (longsword)
Skills Climb +8, Craft (weaponsmithing) +4, Heal +6, Intimidate +6, Jump +8, Ride +9
Advancement by character class; **Favored Class** fighter
Possessions studded leather armor, masterwork longsword, longbow with 20 arrows

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Legion's Strength (Su) Legion devils combine their physical vitality into one single pool of strength. In many battles, legion devils seem to absorb blow after blow, fighting on despite massive injuries, until a single decisive attack against one causes all of them to fall to the ground, slain. Legion devils combine their hit points into one large pool. Any damage that a legion devil takes comes from this hit point pool. If the pool is reduced to 0, all the legion devils in it immediately die. A legion devil gains the pool's benefits as long as it remains within 100 feet of the rest of the group. If forced to move farther away, the legion devil reclaims some of its hit points. Divide the hit points in the pool by the number of devils in the group. The devil forced out of the group gains that many hit points, and the pool loses a like number. If the share is less than 1, the devil immediately dies and the pool does not lose any points. By the same token, if any devil receives healing apply it to the devils' total pool.

Legion's Defenses (Su) If a spell, supernatural ability, or other effect that allows a saving throw targets more than one legion devil, all the devils use the highest d20 result rolled by the group. If three legion devils are caught in a *fireball* and the d20 rolls for their saves are 17, 5, and 8, all three devils use 17 as the result of their roll before adding any modifiers.

Legion's Mind (Su) If a mind-affecting spell or ability targets a single legion devil, the devil and all other devils within 60 feet make saving throws against it. If any devil succeeds, all the devils succeed. If all the devils fail, they all suffer the effect of a failed save.

Shield Arm (Ex) The left arm of a legion devil is enlarged and heavily armored, providing it with a +3 shield bonus to its Armor Class. A legion devil can also use this arm to make a bashing attack as a secondary weapon. A legion devil does not lose its arm's shield bonus when it attacks in this manner. An arm bash deals 1d6 points of bludgeoning damage.

Legion's Battle Skill (Ex) Trained and experienced in working together, legion devils gain a +4 bonus on attack rolls for every other legion devil within 60 feet.

Legion's Advance (Su) As a move action, a legion devil can immediately teleport to a space adjacent to any other legion devil within 100 feet. The legion devil can continue its turn after using this ability as normal.

Summon Baatezu (Sp) Once per day, a legion devil can attempt to summon another legion devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell (CL 5th).

Merregons are Hell's weakest foot soldiers, warriors that serve in vast, endless legions. They overwhelm their enemies by working together as an effective team.

STRATEGIES AND TACTICS

Individually, a legion devil is relatively weak. When encountered in numbers, they are formidable opponents who can easily overwhelm powerful foes. While legion devils are dim-witted brutes, they seem to form a sort of group mind when gathered together for battle. They fight with uncanny cunning, coordination, and tactical insight.

In combat, legion devils readily adapt to the situation they face. They prefer to move in tightly clustered groups, the better to take advantage of their many special abilities. They attempt to swarm toward a foe and overpower him with sheer numbers. Their immunity to fear is reflected in their brutal disregard for casualties. Even as screaming orbs of energy rip into their ranks and voracious demons rip through their regiments, the legion devils fight on.

SAMPLE ENCOUNTERS

Legion devils march in grand formations in Hell, but they are sometimes found in small numbers on the Material Plane or in the private domains of various devils.

Individual (CR 3): A lone legion devil is invariably separated from its unit. Such a creature attempts to find its comrades and rarely chooses to engage an enemy. Instead, it seeks to flee and find help.

Team (CR 5--7): Small groups of two to four legion devils serve evil clerics and wizards as bodyguards or elite soldiers.

Troop (CR 9): Troops of eight legion devils are assigned to aid evil mortals. While this unit is too weak to have any effect on a Blood War battlefield, among mortals, this group can chop through dozens of common soldiers. In extreme cases, an exceptionally evil tyrant receives one or more cohorts of sixty-four legion devils to serve as an elite guard.

LEGION DEVIL LORE

Characters with ranks in Knowledge (the planes) can research legion devils to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
13	This creature is a legion devil, an outsider native to the Nine Hells of Baator. Legion devils are expert warriors who march in the thousands to defeat Hell's enemies.
18	Legion devils have a strange, magical link between them that allows them to fight better when in each other's company.
23	Legion devils can teleport to each others' sides to aid one another in battle.

ECOLOGY

Legion devils live an existence similar to mortals. They require barracks, training grounds, and other support to fight effectively. On Avernus, thousands of legion devil barracks stretch from horizon to horizon. At the first sign of an attack, or before a major incursion from Hell, the ranks of legion devils can take days to march from their encampments to a battle site.

Environment: Legion devils are native to the Nine Hells of Baator. They are relentless in their duty and rarely stray from their encampments. If a legion devil isn't on guard duty, it is practicing its weapon skills, studying tactics, cleaning the barracks, or performing some other assignment.

Typical Physical Characteristics: A legion devil stands 6 feet tall and weighs 170 pounds. All legion devils look identical to one another.

SOCIETY

Legion devils are the utter ideal of law within Hell. They are utterly loyal, fearless, and perfectly routine in their lives. They go through strictly regimented schedules each day, patrolling, marching in formation, practicing, and maintaining their camps. Smart adventurers learn to carefully observe a legion devil camp. Once an observer has determined the legion devils' schedule, he can be sure that they will follow it exactly again and again, at least until something disrupts the routine.

Alignment: Legion devils are always lawful evil. They are utterly dedicated to their duties within Hell's armies.

TYPICAL TREASURE

Legion devils usually carry coins as treasure. Owing to the elaborate laws of Hell, each legion devil is required to receive a small wage in gold coins. Even though legion devils have nothing to spend this money on, they must still receive it. For this reason, no single duke of Hell can afford to assemble a large enough army of legion devils to threaten his rivals.

LEGION DEVILS WITH CLASS LEVELS

Exceptional legion devils become officers in the armies of Hell. These individuals usually have higher Intelligence scores than normal (10 rather than 6), and gain levels in a variety of character classes. Most typically, these leaders gain fighter levels, but legion devil officers with sorcerer, wizard, or cleric levels are common.

Level Adjustment: +5.

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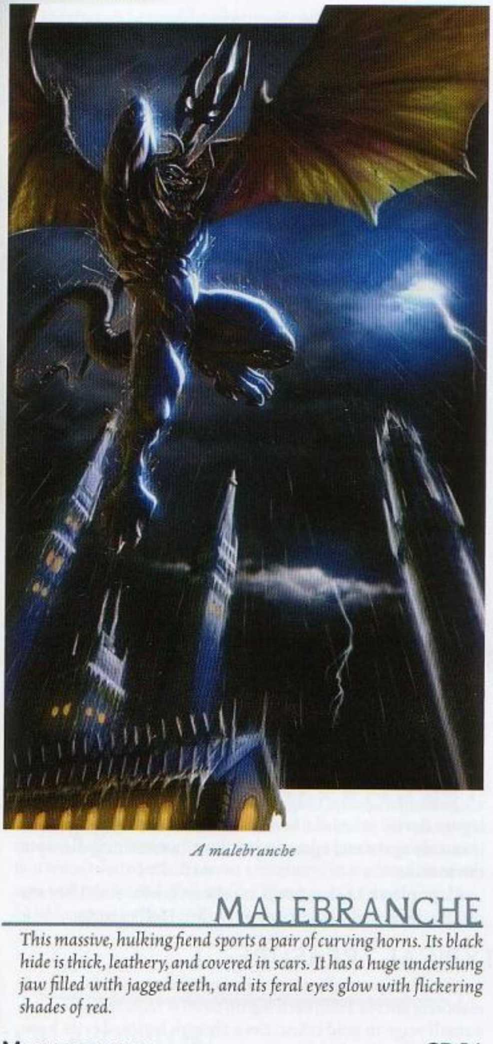


A malebranche

MALEBRANCHE

This massive, hulking fiend sports a pair of curving horns. Its black hide is thick, leathery, and covered in scars. It has a huge underslung jaw filled with jagged teeth, and its feral eyes glow with flickering shades of red.

MALEBRANCHE **CR 14**

Always LE Huge outsider (baatezu, evil, extraplanar, lawful)
Init +3; **Senses** see in darkness; Listen +21, Spot +21
Aura fear (20 ft., DC 18)
Languages Infernal; telepathy 100 ft.

AC 32, touch 7, flat-footed 32
(–2 size, –1 Dex, +25 natural)
hp 184 (16 HD); regeneration 8; **DR** 15/magic
Immune fire, poison
Resist acid 10, cold 10; **SR** 24
Fort +17, **Ref** +9, **Will** +12

Speed 40 ft. (8 squares), fly 120 ft. (average); Flyby Attack, Hover
Melee *+1 cold iron ranseur* +26/+21/+16/+11 (3d6+16) and gore +19 (2d6+5) or
Melee 2 claws each +24 (1d8+10) and gore +19 (2d6+5) or
Melee gore +26 (2d6+10 plus 3d6) with Powerful Charge*
*Includes +2 attack bonus for charging
Space 15 ft.; **Reach** 15 ft., 30 ft. with ranseur
Base Atk +16; **Grp** +34
Atk Options Flyby Attack, Hover, Power Attack
Special Actions improved grab

Abilities Str 30, Dex 9, Con 25, Int 8, Wis 15, Cha 10
SA fear aura, improved grab
Feats Improved Initiative, Flyby Attack, Hover, Power Attack, Powerful Charge*^{B}, Weapon Focus (ranseur), Wingover
* see sidebar
Skills Balance +18, Escape Artist +18, Intimidate +19, Knowledge (the planes) +18, Listen +21, Sense Motive +21, Spot +21
Advancement 17–32 HD (Huge); 33–48 HD (Gargantuan)
Possessions *+1 cold iron ranseur*

Fear Aura (Su) At the end of each of a malebranche's turns, creatures within 20 feet of it must succeed on DC 18 Will saves or be panicked for 10 rounds. The save DC is Charisma-based.

A creature that successfully saves cannot be affected by that same malebranche's aura for 24 hours. Baatezu are immune to the aura.

Improved Grab (Ex) If a malebranche hits an opponent at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity.

Malebranches are baatezu that serve other, more intelligent devils. They are brutes, lacking finesse or grace, but beneath their warlike facade lies a dim cunning.

STRATEGIES AND TACTICS

Malebranches utilize their great strength to the best of their ability. When fighting in numbers, they fly on silent wings, dropping from the sky to deliver gore attacks, followed by a series of ranseur attacks. If a foe steps inside the reach of its ranseur, a malebranche resorts to its vicious claws.

SAMPLE ENCOUNTERS

Malebranches prefer to operate in teams. Occasionally, another devil will use a malebranche as a steed, a role the malebranche grudgingly accepts.

MALEBRANCHE LORE

Characters with ranks in Knowledge (the planes) can research malebranches to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
24	This creature is a malebranche, an outsider from the Nine Hells of Baator. It is a brute and uses force rather than finesse in combat.
29	Malebranches are expert fliers. They can hover in the air above their enemies and turn on a tight corner.
34	Beware a malebranche's claws, because it can use them to scoop up and carry off a smaller foe.

Individual (EL 14): An individual malebranche serves as a guardian of a lair or treasury.

Pair (EL 16): Pairs of malebranches act as bodyguards and toughs. Amnizu are fond of employing malebranche guards since they are a bit smarter than the average bearded devil.

Team (EL 17–18): These groups include three to four individuals.

EL 17: Three malebranches, Kul, Ferkul, and Brod, prowl the streets of Dis looking for a victim to abuse.

ECOLOGY

At home anywhere in the Nine Hells, malebranches are not choosy about where they loiter. Most congregate in Avernus, to fight the endless hordes of demons and the occasional celestial expeditionary force. From the moment of their creation (or elevation from another kind of baatezu), they are abused, mistreated, and tormented, all to make them tough and resistant to pain. Malebranches do not enter into the pacts that allow baatezu to summon others of their kind, or at least they never put other devils in their debt.

Environment: Malebranches are native to the Nine Hells of Baator. They are most common on Avernus and Dis, but appear in sizable numbers throughout the plane.

Typical Physical Characteristics: The typical malebranche stands 22 feet tall and weighs about 10 tons. Malebranches are created from other devils, so they will vary a great deal in size depending on the characteristics of their original form. Some malebranches have been known to stand over 60 feet tall and weigh as much as 125 tons.

SOCIETY

Malebranches are natural bullies. They push around and torment smaller creatures but simper and mewl when around their betters. A side effect of their brutal training pogrom is that all malebranches are fanatically loyal to greater baatezu. They exhibit an almost servile willingness to do whatever it is they are ordered to do, even if doing so means humiliation or death.

Alignment: Malebranches are always lawful evil. They are a part of the monolithic tyranny that defines the Nine Hells.

TYPICAL TREASURE

Malebranches have standard treasure for their Challenge Rating. Most of this treasure is in coins, since malebranches expect to be well paid for their efforts in Hell's armies.

NARZUGON

This human-sized creature is entirely encased within spiked full plate armor. Sitting astride a massive beast that resembles a horse but snorts flames, the rider carries a lance on which a pennant waves in some unfelt breeze.

NARZUGON **CR 5**

Always LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +1; **Senses** see in darkness; Listen +11, Spot +11
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 23, touch 11, flat-footed 22
(+1 Dex, +8 armor, +2 shield, +2 natural)
hp 45 (7 HD); **DR** 10/good
Immune fire, poison
Resist acid 10, cold 10; **SR** 15
Fort +7, **Ref** +6, **Will** +6

Speed 20 ft. in spiked full plate (4 squares), base speed 30 ft.
Melee mwk cold iron lance +11/+6 (1d8+3/×3) or
Melee mwk cold iron lance +13 (3d8+9/×3) with Spirited Charge* or
Melee mwk cold iron longsword +11/+6 (1d8+3/19–20)
*Includes +2 attack bonus for charging
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +10
Atk Options Mounted Combat, Ride-By Attack, Trample
Special Actions baleful gaze, *summon baatezu*
Combat Gear 2 *potions of cure moderate wounds*
Spell-Like Abilities (CL 5th):
At will—*scorching ray* (+8 touch attack)
3/day—*mount*

Abilities Str 16, Dex 12, Con 15, Int 10, Wis 13, Cha 13
SA baleful gaze, spell-like abilities, *summon baatezu*
Feats Mounted Combat^{B}, Ride-By Attack, Skill Focus (Ride)^{B}, Spirited Charge, Trample
Skills Balance +3, Climb –5 (–3 with ropes), Escape Artist –7 (–5 with ropes), Handle Animal +11, Intimidate +11, Knowledge (the planes) +10, Listen +11, Ride +16, Spot +11, Survival +1 (+3 other planes), Use Rope +11
Advancement by character class; **Favored Class** fighter
Possessions combat gear plus spiked full plate armor, heavy steel shield, masterwork cold iron lance, masterwork cold iron longsword

Baleful Gaze (Su) Those who see a narzugon's unmasked face see their own worst fears reflected in its eyes. This is a gaze attack that causes the target to become shaken, range 30 feet, Will DC 14. The save DC is Charisma-based.

A creature that successfully saves cannot be affected by that same narzugon's baleful gaze for 24 hours. Baatezu are immune to baleful gaze.

POWERFUL CHARGE

The Powerful Charge feat appears on page 207 of *Monster Manual III*, and is reprinted here for convenience.

Powerful Charge

A creature with this feat can charge with extra force.

Prerequisites: Medium or Large size, base attack bonus +1.

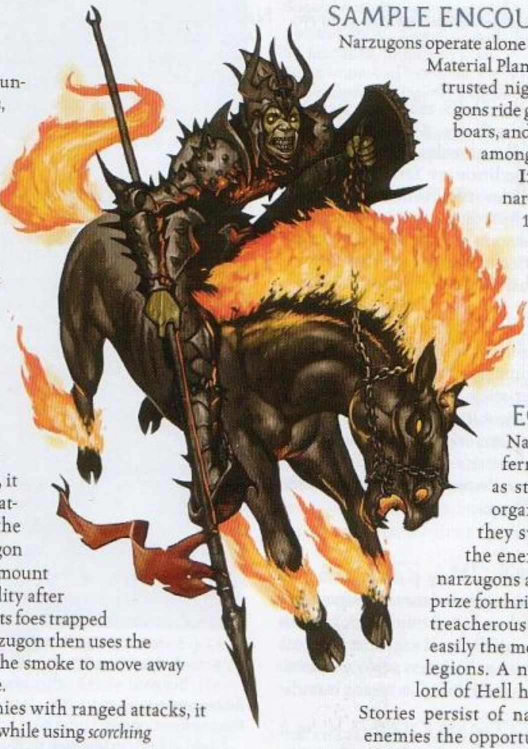
Benefit: When the creature charges, if its melee attack hits, it deals an extra 1d8 points of damage (if it is of Medium size). For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat works only when the creature makes a charge. It does not work when the creature is mounted. If the creature has the ability to make multiple attacks after a charge, it can apply this extra damage only to one of those attacks.

Special: A fighter can select Powerful Charge as one of his fighter bonus feats.

Summon Baatezu (Sp) 30% chance to summon 1d3 erinyes or 1 narzugon and steed; 1/day; caster level 12th. This ability is the equivalent of a 7th-level spell.

Narzugons are the elite cavalry of the baatezu. Mounted on nightmares or other fell beasts, they ride across the planes on errands of evil.



A narzugon

Illus. by W. Maby

STRATEGIES AND TACTICS

Narzugons are never encountered without their steeds, fierce nightmares captured and tamed for their use. They make extensive use of their mount's abilities, charging to maximize the damage from their lances. Though quick to fight, narzugons never sacrifice their steeds needlessly, and always keep their well-being in mind. Should its mount become imperiled, a narzugon withdraws.

A narzugon always attempts to charge. With its lance and special abilities, it can deliver a devastating attack that skewers even the toughest warrior. A narzugon then allows its nightmare mount to use its smoke special ability after it makes its attacks, leaving its foes trapped in a noxious cloud. The narzugon then uses the concealment provided by the smoke to move away and prepare another charge.

If a narzugon faces enemies with ranged attacks, it tries to close to melee range while using *scorching ray* to return fire. In any case, a narzugon uses its nightmare mount's *etherealness* to slip behind the enemy or escape from a dangerous situation.

A narzugon can direct its nightmare mount to rein in its smoke ability. A narzugon uses this tactic to avoid providing concealment to enemies it wishes to finish off with its longsword.

SAMPLE ENCOUNTERS

Narzugons operate alone when on unholy quests to the Material Plane, accompanied only by their trusted nightmare steeds. Some narzugons ride greater barghests, fiendish dire boars, and chimeras, and the mightiest among them ride evil dragons.

Individual (EL 7): Individual narzugons ride nightmares (*MM* 194) and act as messengers, champions, and envoys for greater devils.

Pair (EL 9): Narzugon pairs track down escapees from the Nine Hells and bring rogue devils to justice.

ECOLOGY

Narzugons are attached to infernal companies. Many serve as standard bearers, but when organized into greater numbers, they sweep in to wreak havoc in the enemy lines. A curious breed, narzugons are honorable warriors that prize forthright action and bravery over treacherous scheming. Narzugons are easily the most reliable troops in Hell's legions. A narzugon sworn to serve a lord of Hell honors its vow until death. Stories persist of narzugons that allow their enemies the opportunity to surrender, or that stand aside while a disarmed opponent retrieves his weapon.

Their honorable streak makes narzugons valuable within the ranks of Hell. The staggering majority of them are sworn to Asmodeus, and he attempts to prevent other devils from gathering these knights of Hell to their banners.

Their reliability makes narzugons ideal agents to send to the Material Plane. Dispatched on unholy quests to recover evil items, destroy temples of good, and lead the legions of evil into battle, narzugons take on missions similar to adventurers. They are reliable enough to trust with long-term, important tasks far from Hell. A diabolic cult that receives a narzugon is favored indeed by a duke of Hell.

Environment: Narzugons are native to the Nine Hells of Baator. All nine layers have narzugon populations, though they tend to congregate near the strongholds and palaces of the archdevils.

Typical Physical Characteristics: A narzugon stands just over 6 feet tall and weighs 200 pounds. There is little discernible difference between individual narzugons.

NARZUGON LORE

Characters with ranks in Knowledge (the planes) can research narzugons to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
15	This creature is a narzugon, a baatezu from the Nine Hells of Baator. Narzugons tend to ride nightmares.
20	A narzugon protects its steed. It withdraws if its mount is at risk.
25	A narzugon's most dangerous weapon is its gaze. Even a glance fills the mind with the most maddening fears.

SOCIETY

Misery defines the existence of a narzugon. Once great warriors on the Material Plane, they adhered to the letter of the law, regardless of the consequences. In death, they found an eternity in the Nine Hells to be their reward.

The same mortal failing that led to their miserable fates holds true even as devils. They follow the letter of their commands, even if the act they perform is distasteful or clearly wrong. Despite their reservations, they follow through and fail only in death. The irony of their predicament is that nothing, aside from their own wickedness, binds them to their duty, and their suffering stems from the realization that their mortal virtue was a sham.

Alignment: Narzugons are always lawful evil. They are disciplined and rigid in their outlooks and actions. Ranks of narzugons march in perfect time, and the massed charges they unleash in the Blood War put any mortal cavalry to shame.

TYPICAL TREASURE

Narzugons have standard treasure for their Challenge Rating, about 5,800 gp. They prefer gold, gems, and magic items looted from their enemies. A typical narzugon wears such treasures to showcase its fighting skill and tell others of the enemies it has bested.

NARZUGONS WITH CLASS LEVELS

Narzugons' favored class is fighter. The most accomplished among them develop their mounted combat abilities. A few narzugons become horse archers, but such warriors are rare.

Level Adjustment: +4.

NUPPERIBO

This bloated creature waddles about, clutching a massive sawtooth halberd in its hands. Though its eyes and mouth are sewn shut, this thing mumbles a shriek as it senses your presence.

NUPPERIBO **CR 2**

Always LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init –4; **Senses** blindsight 30 ft.; Spot –2 (within 30 ft.)
Aura fear (10 ft., DC 11)
Languages Infernal (receive telepathy only)

AC 14, touch 10, flat-footed 14
(+4 natural)
hp 16 (2 HD); fast healing 3
Immune fire, poison, mind-affecting spells and abilities
Resist acid 10, cold 10
Fort +5, **Ref** +3, **Will** +1

Speed 20 ft. (4 squares)
Melee halberd +5 (1d10+3/×3) or
Melee 2 claws each +4 (1d4+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4

Abilities Str 15, Dex 10, Con 14, Int 4, Wis 7, Cha 3
SA fear aura
SQ deaf
Feats Toughness^B, Weapon Focus (halberd)
Skills Balance +5, Climb +7, Hide +5, Jump +1, Swim +7
Advancement 3–4 HD (Medium); 5–9 HD (Large)
Possessions halberd

Blindsight (Ex) A nupperibo can sense all foes within 30 feet as a sighted creature would. Beyond that range, it treats all targets as having total concealment. A nupperibo is susceptible to scent-based attacks, however, and is affected normally by overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a nupperibo's sense of smell effectively blinds it.

Fear Aura (Su) At the end of each of a nupperibo's turns, creatures within 10 feet of it must succeed on a DC 11 Will saving throw or be panicked for 5 rounds. The save DC is Charisma-based.

A creature that successfully saves cannot be affected again by that same nupperibo's aura for 24 hours. Baatezu are immune to the aura.

Deaf (Ex) A nupperibo takes a –4 penalty on initiative checks and automatically fails Listen checks.

Nupperibos are tormented devils forced to take on pathetic, weak forms for their failures.

STRATEGIES AND TACTICS

Nupperibos have little independent will aside from an instinctual urge to hurt those around them. They respond to the telepathic commands of other devils, making them ideal soldiers for fighting in the Blood War. Most groups of nupperibos have a spinagon leader. But even when directed, nupperibos don't fight with finesse or any sense of strategy. They simply amble forward, lashing out blindly with whatever weapon they have in hand.

SAMPLE ENCOUNTERS

Nupperibos attack en masse in an effort to overwhelm their targets with raw numbers. They lack any inventive or interesting tactics. Instead, they typically serve to distract an opponent while the true threat moves into position. Many stronger devils rely on nupperibos to cover a retreat, occupy an enemy, or otherwise absorb attacks that could have targeted more valuable units.

Individual (CR 2): A solitary nupperibo is usually separated from the rest of its mob, the last survivor of a suicidal nupperibo attack, or a "gift" bestowed upon a weak but promising mortal.

NUPPERIBO LORE

Characters with ranks in Knowledge (the planes) can research nupperibos to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
12	This creature is a nupperibo, an outsider native to the Nine Hells of Baator. It is the tormented form of a devil that, having failed its master, has been transformed into a pathetic, weak creature.
17	Nupperibos are both blind and deaf. They can still sense creatures relatively close to them, but you could detonate a *fireball* next to one and it wouldn't hear or see it.
22	A nupperibo's tortured appearance, along with the ceaseless agony that fills its mind, creates an aura of pure terror around it. Even the bravest warrior sometimes flees from these things.

Low-level, evil spellcasters are sometimes granted a nupperibo as a guard or enforcer. Devils find particular humor in this arrangement, since they like the idea of a once-proud devil forced to serve a weak mortal.

Mob (EL 6–8): Nupperibos are usually dispatched in groups of four to eight, enough to force even a mighty opponent to waste a few precious moments and spells destroying them. Truly massive formations, numbering in the thousands, appear on the battlefields of the Blood War.

ECOLOGY

A nupperibo is a pathetic wretch created from devils that failed their masters. A common belief among the fiends is if a baatezu cannot perform its task to the satisfaction of its betters, a demotion best serves to hammer home the import of duty. Some such devils are sent to the pain devils for instructions in the virtue of obedience. These torturers subject their victims to maddening torments, carving off bits of flesh, sewing shut their eyes and mouths, sealing their ears with lead, filling their bodies with corruption, and essentially removing all evidence of their former form. The process of this transformation is complete once the pain devils extract the fiend's brain, drawing the organ out through its nostrils. The new creature is a shuddering wreck, a nearly mindless entity trapped in a hellish state of absolute horror.

Bone devil overseers gather herds of nupperibos for war. They arm them with crude weapons and relocate them to the frontlines of the Blood War, where they lead the charge against the demonic hordes. It is possible for a lucky nupperibo to regain its status, though it is rare. Few devils survive combat while being both blind and deaf, so most wind up lining the gullet of a rampaging demon.

In other cases, a devil might hold a lieutenant that failed an important task—yet could still prove useful—in nupperibo form until such time as the master feels its minion could be productive again. Or a devil might steal the nupperibo form of a onetime advisor or general to an enemy. By reversing the process, the devil can extract useful intelligence or even find a willing ally. Rumor has it that Asmodeus sometimes orders a nupperibo granted to a mortal as a servant, then spreads rumors that the nupperibo is the tormented form of a once-important member of his court. The resulting intrigue amuses him to no end.

Environment: Nupperibos are like vermin in the Nine Hells of Baator. They can turn up almost anywhere because their handlers often lose track of them in the chaos of battle. In civilized areas of Hell, they serve as beasts of burden and slave labor, as well as performing other simple physical roles.

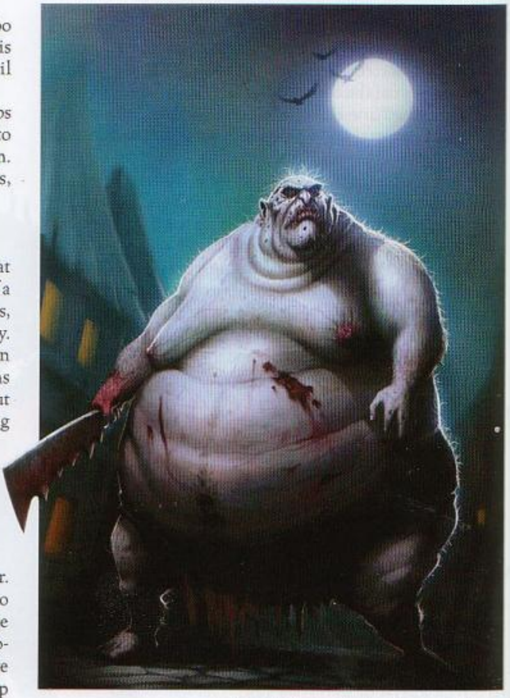
Typical Physical Characteristics: A nupperibo is about 5 feet tall and 250 pounds. All of them have a few minor traits that mark their previous forms—a tattoo, a pattern of scars, strange colored skin, or some other remnant of its old form always persists.

SOCIETY

To the residents of Hell, nupperibos are a disposable resource continually renewed by the endless struggles for social and political dominance among the baatezu.

Alignment: Nupperibos are always lawful evil. Though almost mindless, they follow the orders of higher-rank devils without question or doubt, and their true wickedness is revealed in the malevolent joy they display when they are sent forth into battle.

Illus. by J. Zhang



A nupperibo

TYPICAL TREASURE

Nupperibos never have treasure, unless they are tasked to guard a caretaker's goods. Whatever items they manage to scavenge from the battlefield are promptly taken from them by their handlers.

ORTHON

This hulking fiend is covered in metal plates bolted directly to its flesh. The nails that fix the plates in place drip black blood that stains armor and body alike. The creature has monstrous features, twisted in pain but filled with a primal cunning. Rotten tusks sprout from its lower jaw and maggots wriggle in its wounds.

ORTHON **CR 8**

Always LE Large outsider (baatezu, evil, extraplanar, lawful)
Init +1; **Senses** see in darkness; Listen +12, Spot +12
Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 24, touch 10, flat-footed 23
(+1 Dex, +8 armor, +6 natural)
hp 87 (7 HD); **DR** 5/good or silver
Immune fire, poison
Resist acid 10, cold 10, stability (+4 against bull rush and trip); **SR** 18
Fort +13, **Ref** +6, **Will** +9

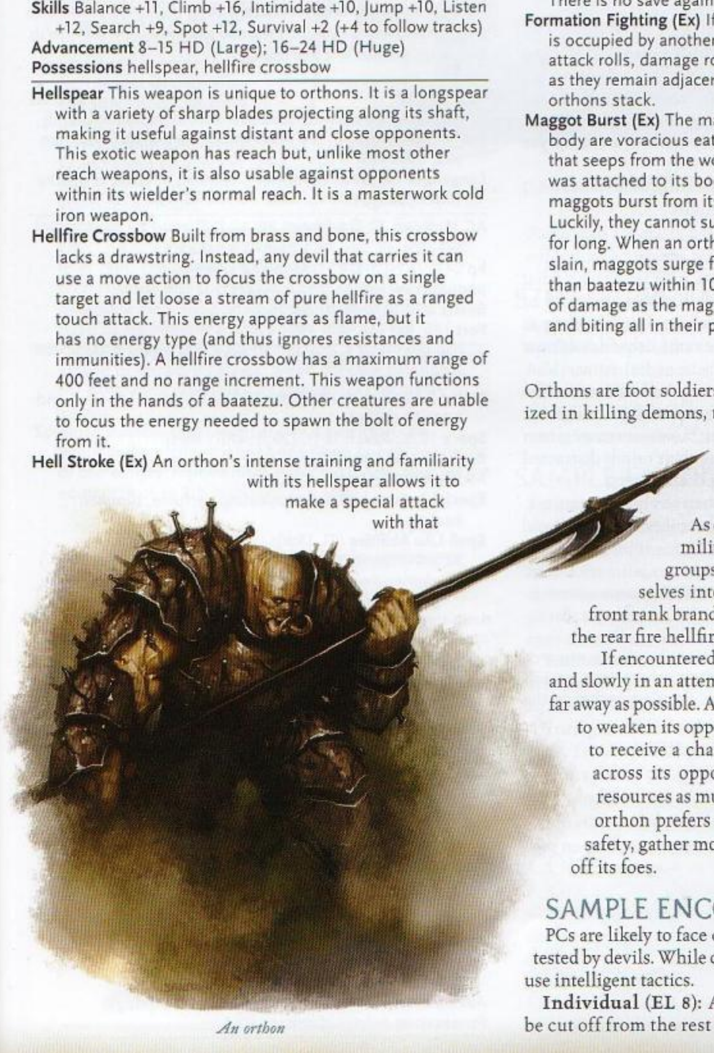
Speed 20 ft. (4 squares)
Melee hellspear +14/+9 (2d6+9/×3)
Ranged hellfire crossbow +7 ranged touch (2d6/19–20)
Space 10 ft.; **Reach** 10 ft., 20 ft. with hellspear
Base Atk +7; **Grp** +17
Atk Options hell stroke
Special Actions dimensional interference, formation fighting, maggot burst
Spell-Like Abilities (CL 7th):
At will—*greater teleport* (self plus 50 pounds of objects only), *see invisibility*

Abilities Str 22, Dex 13, Con 26, Int 8, Wis 15, Cha 11
SA dimensional interference, formation fighting, hell stroke, maggot burst
Feats Improved Critical (hellspear), Iron Will, Weapon Focus (hellspear)
Skills Balance +11, Climb +16, Intimidate +10, Jump +10, Listen +12, Search +9, Spot +12, Survival +2 (+4 to follow tracks)
Advancement 8–15 HD (Large); 16–24 HD (Huge)
Possessions hellspear, hellfire crossbow

Hellspear This weapon is unique to orthons. It is a longspear with a variety of sharp blades projecting along its shaft, making it useful against distant and close opponents. This exotic weapon has reach but, unlike most other reach weapons, it is also usable against opponents within its wielder's normal reach. It is a masterwork cold iron weapon.

Hellfire Crossbow Built from brass and bone, this crossbow lacks a drawstring. Instead, any devil that carries it can use a move action to focus the crossbow on a single target and let loose a stream of pure hellfire as a ranged touch attack. This energy appears as flame, but it has no energy type (and thus ignores resistances and immunities). A hellfire crossbow has a maximum range of 400 feet and no range increment. This weapon functions only in the hands of a baatezu. Other creatures are unable to focus the energy needed to spawn the bolt of energy from it.

Hell Stroke (Ex) An orthon's intense training and familiarity with its hellspear allows it to make a special attack with that weapon. When using a full attack action, an orthon can choose to make an extra attack at its highest attack bonus against an opponent adjacent to the target of its first attack. The orthon makes its first attack as normal, and then decides if it wants to use its hell stroke ability. If it uses this option, it cannot make any of the extra attacks from its full attack action. Otherwise, it takes them as normal. Note that the second attack granted by this ability must be against a different target. The second target must be within the orthon's reach.


An orthon

Dimensional Interference (Su) At will, as a swift action, an orthon can emit a 20-foot-radius field that disrupts extradimensional movement. All creatures within the area are prevented from using any spell or spell-like ability that provides such movement, as if affected by a *dimensional anchor* spell. Each use of the field lasts for 4 rounds. There is no save against this ability.

Formation Fighting (Ex) If a square adjacent to an orthon is occupied by another orthon, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple orthons stack.

Maggot Burst (Ex) The maggots that crawl from an orthon's body are voracious eaters. They devour the blood and pus that seeps from the wounds where the orthon's armor was attached to its body. When an orthon is slain, the maggots burst from its body in search of a new meal. Luckily, they cannot survive away from their original host for long. When an orthon takes a critical hit, or if it is slain, maggots surge from its body. All creatures other than baatezu within 10 feet of the orthon take 2d6 points of damage as the maggots swarm over the area, gnawing and biting all in their path.

Orthons are foot soldiers in Hell's armies. Though specialized in killing demons, they are equally dangerous against mortal foes.

STRATEGIES AND TACTICS

As creatures accustomed to fighting in military units, orthons are best used in groups of four or six. They assemble themselves into ranks, two or three abreast. The front rank brandishes hellspears, while the ones in the rear fire hellfire crossbows as they advance.

If encountered alone, an orthon moves cautiously and slowly in an attempt to engage its opponents from as far away as possible. An orthon uses its hellfire crossbow to weaken its opponents before setting its hellspear to receive a charge. It tries to spread out damage across its opponents in hopes of taxing their resources as much as possible. If hard-pressed, an orthon prefers to use *greater teleport* to retreat to safety, gather more of its kind, and return to finish off its foes.

SAMPLE ENCOUNTERS

PCs are likely to face orthons in areas controlled or contested by devils. While dim, these well-organized creatures use intelligent tactics.

Individual (EL 8): An individual orthon is likely to be cut off from the rest of his squad or assigned to patrol

Illus. by Daarken

an area. Using *see invisibility* to watch out for intruders, it retreats at the first sign of heavy resistance to gather a counterattack.

Team (EL 10): Outside of heavily contested war zones, orthons work in pairs. One uses its crossbow and *see invisibility* to spot enemies, while the second one fights in melee. If the orthons outnumber their foes, they draw their spears and attempt to flank the enemy.

Squad (EL 12): Orthons prefer to fight in formations of four. Two orthons form a front line and use their spears, while the other two have their crossbows out while scanning the area for enemies. In battle, the orthons keep close together if they face a powerful foe. If they feel they can overwhelm their foes, they split into two teams of two and attempt to flank an enemy.

ECOLOGY

Orthons are common on Avernus, where they see the most action. Some pit fiends and archdevils employ them as sentries. They live to fight, having little interest beyond dying for their masters.

Environment: Native to the Nine Hells of Baator, these are creatures of the battlefield.

Typical Physical Characteristics: An orthon stands 8-1/2 feet tall and weighs close to 500 pounds.

SOCIETY

It is an honor to die for the baatezu, or at least that's what the orthons believe. Their sacrifice furthers the glory of Hell. Since these creatures have combat abilities nearly as dangerous to devils as they are to demons, other devils treat them well.

Orthons live a miserable, pain-wracked existence. The armored plates hammered into their body grind against bone, muscle, and sinew. The smallest movement causes them terrible anguish. Only in combat are their minds distracted enough to allow them to rise above their misery.

Orthons despise demons more than any other creatures.

Alignment: Orthons are always lawful evil. They are loyal to a fault.

ORTHON LORE

Characters with ranks in Knowledge (the planes) can research orthons to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
18	This creature is an orthon, a soldier in Hell's armies.
23	Orthons fight better in formation, drawing on the skill and competence of their fellows.
28	Orthons can shut down extradimensional travel with ease. The ability lasts for only a short time before they have to reactivate it.
33	When an orthon is slain, the horrid maggots that writhe in its flesh burst forth to gnaw on all those around them.

TYPICAL TREASURE

Orthon have typical treasure for their Challenge Rating. They usually carry mementos from previous battlefield encounters, such as jeweled belts, shields, weapons, and other trinkets.

FOR PLAYER CHARACTERS

A lawful evil spellcaster can permanently replace a hellcat with an orthon for *summon monster VIII*.

PAELIRYON

This bloated fiend has a massive paunch that hangs far below its waist. Where its warty pink flesh shows through its black robes, curls of stinking mist rise. The creature's head is broad and monstrous. Its face has two yellow porcine eyes above a wide mouth filled with sharp teeth. Two bone ridges roll back along the top of its head. The thing's lips are painted a glossy red, and blue eyeshadow darkens its eyes in the manner of a courtesan.

PAELIRYON **CR 18**

Always LE Large outsider (baatezu, evil, extraplanar, lawful)
Init +7; **Senses** scent, see in darkness, see invisibility; Listen +28, Spot +28
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft., tongues

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AC 35, touch 12, flat-footed 32
(–1 size, +3 Dex, +3 armor, +20 natural)
hp 243 (18 HD); **DR** 15/good and silver
Immune fire, poison
Resist acid 10, cold 20; **SR** 26
Fort +20, **Ref** +14, **Will** +16

Speed 20 ft. (8 squares), burrow 20 ft., fly 100 ft. (poor); Hover
Melee 2 claws each +24 (1d6+7/18–20/×3 plus 1d4 Cha) and bite +19 (1d8+3)
Space 10 ft.; **Reach** 10 ft. (20 ft. with claws)
Base Atk +18; **Grp** +29
Atk Options deform
Special Actions belittle, intoxicating perfume, *summon baatezu*
Spell-Like Abilities (CL 18th):
At will—*charm monster* (DC 19), *clairaudience/clairvoyance, greater dispel magic, greater invisibility, greater teleport* (self plus 50 pounds of objects only), *hold monster* (DC 20), *major image* (DC 19), *meteor swarm, mind blank, polymorph, suggestion* (DC 18)
3/day—*antilife shell, blasphemy* (DC 22), *enervation* (+20 ranged touch), *greater command* (DC 20), *greater prying eyes*

Abilities Str 25, Dex 16, Con 28, Int 24, Wis 21, Cha 21
SA augmented critical, belittle, deform, intoxicating perfume
Feats Alertness, Empower Spell-Like Ability (*meteor swarm*), Hover, Improved Initiative, Quicken Spell-Like Ability (*hold monster*), Skill Focus (Gather Information), Skill Focus (Knowledge [local])
Skills Bluff +26, Concentration +30, Diplomacy +30, Disguise +26 (+28 acting), Forgery +28, Gather Information +31, Hide +20, Intimidate +28, Knowledge (arcana) +28, Knowledge (local) +31, Knowledge (the planes) +28, Listen +28, Move Silently +24, Sense Motive +26, Spot +28, Survival +5 (+7 on other planes)
Advancement 19–27 HD (Large); 28–54 HD (Huge)
Possessions *bracers of armor +3*

Tongues (Su) As the *tongues* spell; always active; caster level 18th.

See Invisibility (Su) As the *see invisibility* spell; always active; caster level 18th.

Deform (Ex) Creatures hit by a paeliryon's claw attack take 1d4 points of Charisma damage.

Augmented Critical (Ex) A paeliryon's claws threaten a critical hit on a natural 18–20, dealing triple damage on a successful critical hit.

Belittle (Su) As a standard action, a paeliryon can unleash a torrent of epitaphs and insults. All nonbaatezu within a 60-foot cone must succeed on a DC 24 Will save or be stunned for 1 round and become shaken for 1d4 rounds thereafter. The save DC is Charisma-based.

A creature that successfully saves cannot be affected again by that same paeliryon's belittle ability for 24 hours.

Intoxicating Perfume (Su) As the *mind fog* spell, but the effect is centered on the paeliryon; at will; DC 24; caster level 18th. The save DC is Charisma-based.

A creature that successfully saves cannot be affected by a paeliryon's intoxicating perfume for 24 hours. Baatezu are immune to this ability.

Retractable Claws (Ex) As a free action, a paeliryon can extend or retract its claws. When they are extended, the paeliryon's reach with its claw attacks increases by 10 feet.

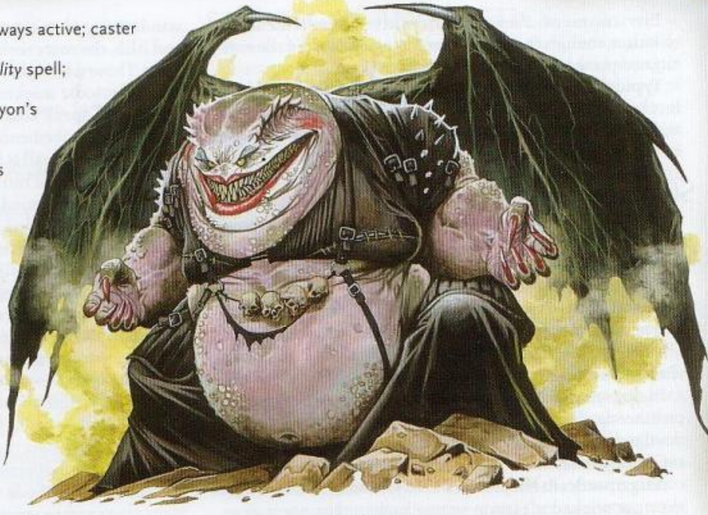
Summon Baatezu (Sp) Once per day, a paeliryon can summon four lemures, two bone devils or bearded devils, or one erinyes, horned devil, or ice devil. This ability is the equivalent of an 8th-level spell (CL 18th).

PAELIRYON LORE

Characters with ranks in Knowledge (the planes) can research paeliryon to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
28	This creature is a paeliryon, an outsider from the Nine Hells of Baator.
33	Paeliryons are formidable opponents. They extend their claws, doubling their reach. They prefer to hover overhead and maim land-bound opponents.
38	Don't get to close to a paeliryon. This devil reeks of the Nine Hells, the fumes so strong that they rend the mind.
43	Paeliryons have vicious tongues and are quick to unleash a torrent of insults. Few escape unscathed from their cruel words.



A paeliryon

Illus. by W. Reynolds

Paeliryons are crafty baatezu that manage vast spy networks extending across the planes.

STRATEGIES AND TACTICS

A paeliryon is quick to erect its defenses in combat, using its *antilife shell* spell-like ability first, followed by a quickened *hold monster*. It then attacks ranged attackers and spellcasters, since they have the means to breach its ward. Once they have been dealt with, it hovers above land-bound melee attackers, using its retractable claws to shred its enemies.

SAMPLE ENCOUNTERS

Paeliryons rarely deign to reveal themselves to creatures of the Material Plane, instead relying on intermediaries to do their work for them. PCs might seek out one of these devils for information, or crave vengeance when they conflict with these information brokers. Paeliryons keep a number of loyal guards to protect them. If an attacker somehow reaches them, they always have an escape route.

Individual (EL 18): Encounters with individual paeliryons are uncommon since they depend on the protection their lackeys provide.

Intrigue (EL 20–22): Intrigues include two to four paeliryons. They typically gather to trade secrets.

Conspiracy (EL 20–22): This group contains one paeliryon, 1d3+1 horned devils, 1d6+2 barbed devils, and 1d10+4 spined devils. This is the most common encounter.

ECOLOGY

Paeliryons dwell in comfort. Situated in the hearts of the infernal cities, they dine on delicacies of flesh and soul, preen themselves before massive mirrors, and bathe in filthy waters polluted by the noxious oils that drip from their bloated bodies. Decadent and disgusting, they lavish themselves in finery and excess.

Environment: Paeliryons are native to the Nine Hells of Baator, though they have strongholds in most of the evil-aligned planes. Many paeliryons serve Glasya.

Typical Physical Characteristics: A paeliryon stands 16 feet tall and weighs 4,000 pounds. All paeliryons wear the makeup of courtesans, and thus might appear to be female, but they are genderless.

SOCIETY

Information is the key to power. Brokers of the clandestine, blackmailers, and extortionists, paeliryons deal in knowledge. Their reach is long, extending into the other Outer Planes and beyond, even onto the Material Plane. They sit at the center of a vast web of flowing intelligence, plucking out those strands that gain them the most power. They then coerce those most affected by this knowledge, blackmailing them into selling their souls cheaply.

Paeliryons prey on mortals primarily. They also eavesdrop on other devils, even other paeliryons. From the lowly spined devil to the archdevils themselves, paeliryons have dirt on everyone in the Nine Hells.

Alignment: Paeliryons are always lawful evil. Though they use wicked means to secure power, they are true to their word.

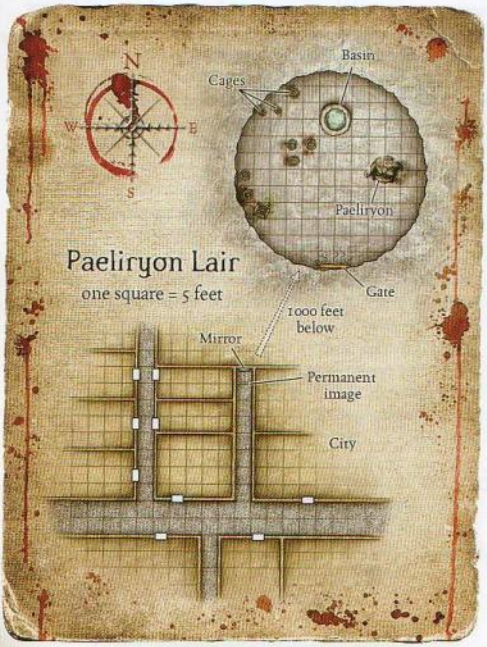
SAMPLE LAIR

This map shows a typical paeliryon lair. These sites are hidden and well protected, reachable only by magic. This lair lies buried over a thousand feet below an infernal city.

Mirror in the Alley (lower left): Hidden in the heart of a city, buried in the poorest quarter, is a narrow alley that winds its way between old buildings. Choked with debris and filth, the route reeks of every fetid smell ever scented in a city. Those who walk it are entitled to DC 25 Spot checks to notice periodic markings scratched in blood on the walls. Those who speak Infernal recognize the markings as the words: loyalty, obedience, and duty. The path ends abruptly at a solid wall. The wall is false. It's a *permanent image* (Will DC 20 disbelief). A tall mirror of obsidian framed with rusting iron stands just beyond it.

A paeliryon warded the mirror and everything within 20 feet of it with a permanent *alarm* spell, thanks to a *wish* granted by a blackmailed pit fiend. As soon as any creature enters the area, the paeliryon is aware. It immediately casts *clairaudience/clairvoyance*, placing the sensor on the mirror to listen to what the intruders are saying. The devil's agents also use the mirror to report their findings to their master. The paeliryon is always aware when one of its spies pays a visit.

Den of Iniquity (upper right): Just over 1,000 feet below the alley is a large room. Here, a paeliryon reclines on moist pillows, tortures captives that hang in cages, and waits for the intelligence it receives from its agents above. The room is full of odd treasures, from globes to tapestries, giant chess sets to statues of monsters. A large basin filled with putrid water covered by a skin of filth sits untouched. Against the southern wall is a portal to the Ethereal Plane, through which the devil's planar minions come to report their findings and deliver fresh prisoners.



TYPICAL TREASURE

Paeliryons keep about 94,000 gp in treasure, far more than average treasure for their Challenge Rating. Given the need for bribes, a typical paeliryon keeps 16,000 gp in assorted coins and another 32,000 gp in gems. The rest of its treasure it invests in personal possessions, such as magic cloaks and bracers.

FOR PLAYER CHARACTERS

Clerics of Glasya receive paeliryons when casting *greater planar ally* spells.

PAIN DEVIL (EXCRUCIARCH)

This humanoid creature wears a blood-stained leather apron over a suit of leather armor. A black spiked mask covers its face, obscuring all but its baleful red eyes. A narrow leather strap holds the mask in place. It is bald, with pale skin. It carries a two-handed flail covered with spikes and long, sharp blades.

PAIN DEVIL **CR 7**

Always LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +6; **Senses** see in darkness; Listen +11, Spot +11
Aura torment (10 ft., DC 15)
Languages Celestial, Common, Infernal; telepathy 100 ft.

AC 20, touch 12, flat-footed 18
(+2 Dex, +2 armor, +6 natural)
hp 76 (8 HD); **DR** 10/magic
Immune fire, poison
Resist acid 10, cold 10; **SR** 17
Fort +11, **Ref** +8, **Will** +6

Speed 30 ft. (6 squares)

Melee hell scourge +15/+10 (2d4+7/19–20 plus agony's caress)
Space 5 ft.; **Reach** 5 ft., 10 ft. with hell scourge
Base Atk +8; **Grp** +11
Special Actions agony's caress, storm of pain, *summon baatezu*, torturer's eye
Spell-Like Abilities (CL 8th):
At will—*greater teleport* (self plus 50 pounds of objects only), *vampiric touch*
3/day—*cure moderate wounds, wave of grief* (DC 15)*
*This spell appears in *Spell Compendium*. If you don't have that book, substitute *inflict serious wounds*.

Abilities Str 16, Dex 15, Con 20, Int 11, Wis 10, Cha 13
SA agony's caress, aura of torment, sadism, storm of torment
Feats Improved Critical (spiked chain), Improved Initiative, Weapon Focus (spiked chain)
Skills Bluff +12, Diplomacy +5, Disguise +1 (+3 acting), Escape Artist +13, Handle Animal +12, Intimidate +14, Listen +11, Ride +4, Sense Motive +11, Spot +11, Use Rope +13 (+17 bindings)
Advancement by character class; **Favored Class** rogue
Possessions leather armor, hell scourge, masterwork torturer's tools

Agony's Caress (Su) Pain devils can send arcane energy cascading down their weapons to leave their victims wracked with pain beyond imagining. Any creature struck by a pain devil's armed or unarmed melee attacks must attempt a DC 15 Fortitude save. On a failed save, the target loses a move action on his next turn. This ability affects only living creatures. The save DC is Charisma-based.

Aura of Torment (Su) A pain devil creates a supernatural aura of pain and misery. All within this area suffer painful cuts and wounds that spontaneously appear on their bodies. At the end of each of a pain devil's turns, creatures within 10 feet of it must succeed on a DC 15 Will save or take 1d6 points of damage. The save DC is Charisma-based. Baatezu are immune to the aura.

Hell Scourge A hell scourge is a *+3 cold iron spiked chain*. It functions only in the hands of a pain devil. A pain devil can create a new one as a swift action. If it loses possession of its hell scourge, the weapon crumbles into worthless dust.

Sadism (Ex) For every 10 points of damage a pain devil deals in a round, it gains a +1 luck bonus on attack rolls, saving throws, and skill checks in the following round.

Storm of Pain (Ex) As a full-round action, a pain devil can whirl its hell scourge above its head in a wide, deadly arc. Anyone who draws close to the pain devil must dodge past the scourge. When a pain devil uses this ability, any creature that enters a square it threatens takes 1d4 points of damage. A creature can choose to move at half speed to avoid this damage. A creature takes this damage each time it enters a pain devil's threatened square.

Summon Baatezu (Sp) Once per day, a pain devil can attempt to summon another pain devil with a 40% chance of success. This ability is the equivalent of a 3rd-level spell (CL 5th).

Torturer's Eye (Ex) As a move action, a pain devil can study an opponent's defenses and identify the proper place to attack to negate them. When a pain devil uses this ability, it ignores the target's damage reduction for the rest of its turn.

Pain devils are diabolical torturers. They torture devils that have displeased their masters, soul shells, and other captives with equanimity.

STRATEGIES AND TACTICS

Pain devils relish a good fight. While they derive ghastly pleasure from torturing helpless beings, their deep streak of cruelty makes defeating enemies who have some chance of escape all the more compelling. A pain devil loves to leave an opponent lingering on the edge of defeat, luring him into a sense of false hope by appearing weak or giving him the illusion that victory might be at hand. To a pain devil, extinguishing the last spark of hope within a creature is the greatest feat of all.

In battle, pain devils use their reach weapons to keep an opponent at arm's length. They attack and step back, always forcing an opponent to move to keep up with them. If agony's caress leaves a foe helpless, a pain devil might move farther away to force its opponent to spend a round without attacking.

Pain devils work best in pairs. The two devils attempt to lure a foe away from his allies, attacking and stepping back to force him to approach. With their reach weapons, they spread out and flank their enemies. Fighters in the group must decide which of the two pain devils to engage. One pain devil might move into the midst of the group's casters and other vulnerable characters, and then use its storm of pain ability. The second then moves in to attack, forcing spellcasters to move and take damage, or stand their ground against the pain devil's attacks.

SAMPLE ENCOUNTERS

Pain devils are mercenaries to the core. They work for all the lords of Hell, taking service with each in turn before growing bored and seeking a new billet. When a pain devil's contract runs out, it usually seeks out others of its kind in isolated keeps in Hell. There, it hones its skills and practices its art. Sometimes, pain devils travel to the Material Plane to seek out new creatures to experiment upon.

Individual (EL 6): An individual pain devil sometimes works for a mortal spellcaster.

EL 6: A wizard named Regenar used a *planar binding* spell to enslave a pain devil. The devil tortures its master's prisoners, teasing out secrets with profane skill. It relishes the moment when it can turn its talents on the mortal who bound it.

PAIN DEVIL LORE

Characters with ranks in Knowledge (the planes) can research [ain devils to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
17	This creature is a pain devil, an outsider with the baatezu subtype. (This result reveals all outsider and baatezu traits.)
22	Excruciarchs are torturers. They delight in harming others, and they seem to gain power when they deal damage.
27	Pain devils can wrack their foes with agony, leaving them unable to defend themselves.

Team (EL 9–11): Pain devil teams include three to six individuals. They gather in remote places, where they can work without interruption.

ECOLOGY

Pain devils exist on all the Nine Hells' layers. They are most common on Cania, where they creep through the tunnels of Mephistopheles's dungeons, practicing on the captives held there.

Environment: Pain devils are native to the Nine Hells of Baator, though they are sometimes found in the employ of evil individuals on the Material Plane.

Typical Physical Characteristics: Common excruciarchs stand just under 6 feet tall and weigh about 200 pounds.

SOCIETY

Pain devils serve one function only: to visit pain and suffering on the condemned. They master the art of torture, studying the various techniques to agitate their victims, to create the most pain with the smallest amount of effort. The attentions of a pain devil dissolve a soul shell's memories and transform it into an unthinking creature of flesh: a lemure.

But the pain devils' ministrations are not reserved for petitioners only. When a baatezu fails at some task, it is often consigned to the hands of a pain devil. The severity of the failure determines whether it loses position and falls to a lower caste or must suffer for a time as a nupperibo.

Most other devils fear and revile pain devils, wasting no time destroying one when they find it alone and unbound in service to a lord. As a result, pain devils usually accept the patronage of powerful fiends, serving in the courts of pit fiends and archdevils.

Pain devils often hear many secrets from their victims, and some can be convinced to part with their knowledge for a price. They normally pass such information to their lords.

Pain devils have a deadly rivalry with chain devils, which are also frequently tasked with the torment of souls. Pain devils tend to work primarily on devils and mortal captives. The two types of baatezu endlessly plot against each other.

Alignment: Pain devils are always lawful evil. Their ordered minds and lack of morals reflects their commitment to the perfection of their torture techniques.

TYPICAL TREASURE

Pain devils have double the standard treasure for their Challenge Rating. They keep most of their wealth in magic items such as wondrous items and potions.

FOR PLAYER CHARACTERS

A lawful evil character can permanently replace a chain devil with a pain devil for *summon monster VI*.

PLEASURE DEVIL (BRACHINA)

This female figure has long, amber hair with violet pools for eyes. She is dressed in revealing garb, and a smile plays on her lips. Even as her intoxicating eyes promise countless pleasures, her swollen lips pursed to kiss, something sinister seems to lie behind her otherwise flawless facade.

PLEASURE DEVIL **CR 11**

Always LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +8; **Senses** see in darkness; Listen +22, Spot +22
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft., tongues

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AC 28, touch 18, flat-footed 20; Dodge, Mobility
(+8 Dex, +3 armor, +7 natural)
hp 102 (12 HD); regeneration 5; **DR** 5/good and silver
Immune fire, poison
Resist acid 10, cold 10; **SR** 24
Fort +12, **Ref** +16, **Will** +17

Speed 30 ft. (6 squares), fly 60 ft. (good); Spring Attack
Melee *+1 cold iron short sword* +21/+16/+11 (1d6+5/19–20) or
Melee touch +20/+15/+10 (poison)
Space 5 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +16
Atk Options Combat Expertise
Special Actions poison, *summon baatezu*
Combat Gear *potion of invisibility, potion of misdirection, potion of nondetection*
Spell-Like Abilities (CL 17th):
At will—*charm monster* (DC 23), *clairaudience/clairvoyance, enthrall* (DC 21), *greater teleport* (self plus 50 pounds of objects only), *morality undone** (DC 24), *polymorph, produce flame* (+16 melee touch or +20 ranged touch), *suggestion* (DC 22), *vampiric touch* (+16 melee touch)
1/day—*plane shift* (self only), *trap the soul*
*This spell appears in *Fiendish Codex I: Hordes of the Abyss*. If you don't have that book, substitute *greater command.*

Abilities Str 18, Dex 27, Con 18, Int 23, Wis 24, Cha 29
SA beguile, poison, *summon baatezu*
Feats Combat Expertise, Dodge[B], Iron Will, Mobility[B], Spring Attack, Quicken Spell-Like Ability (*charm monster*), Weapon Finesse
Skills Bluff +24, Concentration +19, Diplomacy +28, Disguise +24 (+26 acting), Hide +23, Intimidate +26, Knowledge (arcana) +11, Knowledge (religion) +21, Knowledge (the planes) +16, Listen +22, Move Silently +23, Search +21, Sense Motive +22, Spellcraft +23, Spot +22, Survival +7 (+9 on other planes or to follow tracks)
Advancement 13–24 HD (Medium)
Possessions combat gear plus *+1 cold iron short sword, bracers of armor +3*

Tongues (Su) As the *tongues* spell; always active; CL 19th.

Regeneration (Ex) Good-aligned weapons and spells or effects with the good descriptor deal normal damage to a pleasure devil.

Beguile (Su) A pleasure devil can temporarily gain control of a living creature. When a pleasure devil uses this ability, it gains immediate control of the creature, which immediately takes a full turn's worth of actions under the pleasure devil's control. A pleasure devil can use this ability up to two times per day on any living creature within 30 feet that fails a DC 25 Will save. This is a mind-affecting enchantment ability.

Poison (Ex) Contact, Fortitude DC 22, 1d6 Wis/1d6 Wis. The save DC is Constitution-based and includes a +2 racial bonus.

Summon Baatezu (Sp) 80% chance to summon one harvester devil, two chain devils, or six lemures; 1/day; CL 19th. This ability is the equivalent of a 6th-level spell.

A pleasure devil is an insidious devil that specializes in corrupting the servants of the gods.

STRATEGIES AND TACTICS

A pleasure devil is an expert at turning its enemies into allies. In combat, it takes to the air, staying close enough to cast *morality undone* and a quickened *charm monster*. Assuming its foe fails both saves, it orders him to turn on his former comrades. It continues this tactic until it has more allies than enemies, at which point it supports its "friends" by casting *produce flame* and lobbing balls of fire at the holdouts.

SAMPLE ENCOUNTER

A brachina primarily preys on clerics and paladins. It uses *plane shift* to enter the Material Plane. It then works to unravel its victim's resolve and dedication, bending him first to its will and then the will of its master.

Individual (EL 11): Pleasure devils work alone, calling up assistance only in the direst of circumstances.

ECOLOGY

Brachinas are specially selected erinyes who are lifted from their station and endowed with even greater beauty and power. Charged with corrupting the virtuous, they travel to the Material Plane to work their evil, returning to the Nine Hells only when they have succeeded in their task. The punishment for failure is severe; thus, all pleasure devils work doubly hard to corrupt their victims.

Environment: Pleasure devils are native to the Nine Hells of Baator, though most spend their time on the Material Plane.

Typical Physical Characteristics: Even in its natural form, a brachina is a vision of beauty, something akin to a dark angel. It stands a little over 5 feet tall and weighs 120 pounds. It has pale skin, red hair, and black eyes. Spreading from its back is a pair of feathery black wings. Pleasure devils use *polymorph* to conceal their fiendish nature, taking the likeness of whatever their target might be attracted to.

SOCIETY

Pleasure devils enjoy their higher status, relishing the chance to escape the ugliness of Hell. To them, the Material Plane is ripe for the plucking. Mortals are weak-willed beings, driven to evil with the promise of physical gratification. Pleasure devils have no compunctions about seducing males or females of any race. It is their duty to collect fresh souls made all the sweeter for their great fall from righteousness.

When in Hell, pleasure devils plot and connive like all the rest, grasping at the chance to rise in status to one day join the ranks of the pit fiends. They are quick to betray others of their kind if it means moving ahead. Pit fiends and archdevils use brachinas as playthings, discarding them as quickly as they select them. Thus, these seducers are quick to take any assignment they can to avoid the brutal attentions of their masters.

Alignment: Pleasure devils are always lawful evil. They are the architects of mortal failings, binding souls to their service through pacts of lust and desire.

PLEASURE DEVIL LORE

Characters with ranks in Knowledge (the planes) can research pleasure devils to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

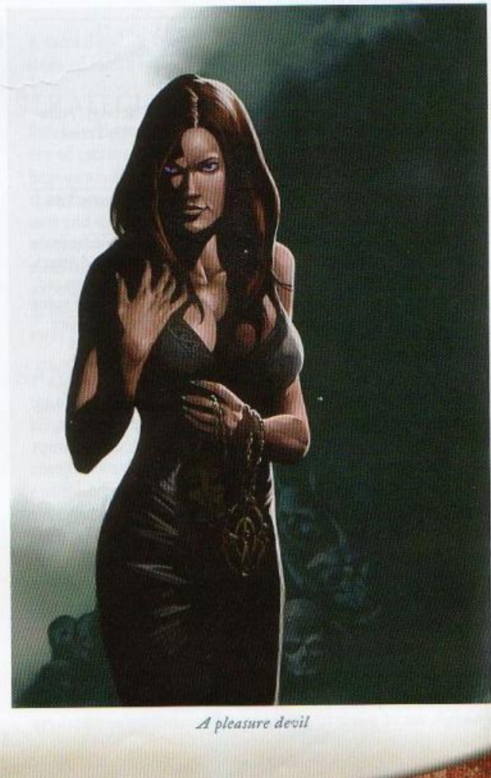
DC	Result
21	This creature is a pleasure devil, also known as a brachina, a baatezu seducer.
26	Pleasure devils work to undo servants of the gods. They have a number of spell-like abilities to aid them to this end.
31	Avoid the brachina's touch. It destroys the will and drives mortals mad.

TYPICAL TREASURE

Pleasure devils have double standard treasure for their Challenge Rating, about 15,000 gp. Their sense of self-preservation drives them to invest their wealth in protective items and weapons. All keep a smattering of coins (10d10 gp) and a few pieces of cheap jewelry (no more than 250 gp worth). When a pleasure devil is on a mission, it carries a gem of the appropriate value to cast *trap the soul* on a victim.

FOR PLAYER CHARACTERS

Clerics of Fierna can call a pleasure devil using a *planar ally* spell. Lawful evil spellcasters can permanently replace a fiendish dire shark with a brachina among their choices for a *summon monster IX* spell.



A pleasure devil

Illus. by W. Mahy

SPINED DEVIL (SPINAGON)

This small shrieking fiend looks like a gargoyle, but it bristles with sharp spikes. It has sharp talons on its hands and feet, and its eyes smolder with dark malevolence.

Spined Devil **CR 4**
Always LE Small outsider (baatezu, evil, extraplanar, lawful)
Init +7; **Senses** see in darkness; Listen +7, Spot +7
Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 24, touch 18, flat-footed 17 (+1 size, +7 Dex, +6 natural)
hp 19 (3 HD); **DR** 5/magic
Immune fire, poison
Resist acid 10, cold 10; **SR** 12
Fort +5, **Ref** +10, **Will** +4

Speed 20 ft. (4 squares), fly 120 ft. (average)
Melee talon +4 (1d3 plus 1d4 fire)
Ranged spine +11 (1d3 plus 1d4 fire and see below)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** –1
Atk Options Point Blank Shot, Precise Shot
Special Actions spines, *summon baatezu*
Spell-Like Abilities (CL 5th):
3/day—*disguise self, produce flame* (+4 melee touch or +11 ranged touch)
1/day—*stinking cloud* (DC 14)

Abilities Str 10, Dex 25, Con 14, Int 8, Wis 13, Cha 13
SA fiery spines and talons, spines, spell-like abilities, *summon baatezu*
Feats Point Blank Shot, Precise Shot
Skills Bluff +7, Diplomacy +11, Disguise +1 (+3 acting), Hide +17, Intimidate +3, Listen +7, Move Silently +13, Sense Motive +7, Spot +7
Advancement 4–6 HD (Small); 7–9 HD (Medium)

Fiery Spines and Talons (Su) A spinagon deals an extra 1d4 points of fire damage with its natural attacks.

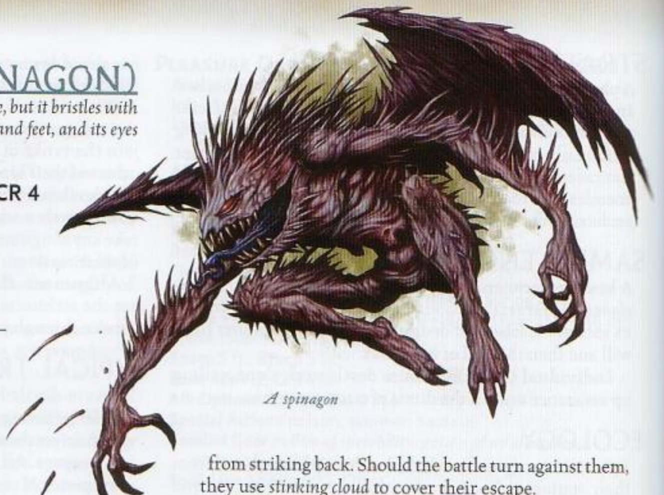
Spines (Ex) Each round, a spinagon can pluck a spine from its body and hurl it as a standard action. This is a ranged attack with a range of 60 feet and no range increment. Each round, the spinagon automatically regrows the lost spine. The spine causes intense, distracting pain in its target. A creature struck by a spine must succeed on a DC 13 Fortitude save or take a -–2 penalty to AC and a –10-foot penalty to speed. This penalty lasts for 1 minute or until the target receives healing of any sort. The effects of multiple failed saves do not stack. The save DC is Constitution-based.

Summon Baatezu (Sp) Once per day, a spinagon can attempt to summon two spinagons with a 35% chance of success. This ability is the equivalent of a 3rd-level spell (CL 5th).

Spined devils are small but cruel fiends that delight in torture. They sometimes serve the archdevils as spies.

STRATEGIES AND TACTICS

Spined devils collect in flocks of two to five to gain the benefit of numbers. They circle overhead, raining down a fiery barrage, using either their spines or *produce flame*. Against hard-to-hit targets, they close to within 30 feet, but just far enough out of reach to prevent land-bound melee attackers from striking back. Should the battle turn against them, they use *stinking cloud* to cover their escape.



A spinagon

Illus. by D. Allsop

SAMPLE ENCOUNTERS

When not tormenting a hapless traveler, spinagons act as spies. They don't attack unless they have at least a slight advantage.

Individual (EL 4): Solitary spined devils tend to be messengers and spies.

Flock (EL 6–9): Flocks include two to five individuals. They lie in wait, hiding in rocks or in the eaves of buildings to harass a passerby.

ECOLOGY

Spinagons are very much like vermin; they infest the Nine Hells. They crawl about the rocky wastelands or lurk in the shadows cast by the massive palaces and buildings of the infernal cities. They creep about and are always underfoot, constantly hunting for something or someone to hurt. Spinagons are the bane of lemures and nupperibos, venting their frustration about their lowly status on these hapless fiends.

SPINED DEVIL LORE

Characters with ranks in Knowledge (the planes) can research spined devils to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
14	This creature is a spined devil, or spinagon. It is an outsider native to the Nine Hells of Baator. It is a lesser baatezu and serves greater devils as a spy and messenger.
19	Spined devils' natural attacks erupt in flames when they hit. They can pluck spines from their bodies and throw them with the same effect as their talons.
24	Spinagons have a small number of spell-like abilities to aid their attacks and their escapes. They reserve their most powerful abilities for when they have to flee.

Environment: Spinagons are native to the Nine Hells of Baator. They prefer cities and rocky terrain because both offer plenty of hiding places.

Typical Physical Characteristics: Spinagons stand 2 feet tall and weigh around 25 pounds.

SOCIETY

Spinagons are wicked. They love to hurt other creatures, laughing in concert with the cries of their victims. When their prey begs for mercy, spinagons try to mimic the words, but always garble it in their thick Infernal accent.

Archdevils, paeliryons, and pit fiends find spined devils to be useful servants. Their dimness engenders a certain willingness to follow orders, and their size allows them to sneak into places unseen. Still, spinagons lack the intellect to comprehend the importance of what they overhear, so their reports are unreliable.

Alignment: Spined devils are always lawful evil. They are heartless monsters, but they abide by the commands of their betters.

TYPICAL TREASURE

Spined devils are malicious and wicked in their torment of others, but they do not grasp the value of collecting treasure. A spinagon will not be found carrying items of value unless it is tasked by a patron to deliver or retrieve them.

FOR PLAYER CHARACTERS

A lawful evil character can permanently replace a fiendish giant wasp with a spined devil for *summon monster IV*.

STEEL DEVIL (BUEROZA)

Dust and cobwebs cover this armored humanoid. It moves with the daunting inevitability of a lumbering beast. It looses its greatsword from its scabbard with ponderous, though fluid, movements.

STEEL DEVIL CR 6

Always LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +3; **Senses** see in darkness; Listen +8, Spot +8
Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 26, touch 9, flat-footed 26
(–1 Dex, +17 armor)
hp 51 (6 HD); **DR** 5/good
Immune fire, poison, mind-affecting spells and abilities, sleep effects, stun, paralysis, death effects
Resist acid 10, cold 10; **SR** 16
Fort +9, **Ref** +4, **Will** +4

Speed 20 ft. (4 squares)
Melee mwk cold iron greatsword +11/+6 (2d6+4/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +9
Atk Options Combat Expertise, push +7
Special Actions chant, formation fighting
Spell-Like Abilities (CL 6th):
At will—*greater command* (DC 17), *haste* (self only), *scare* (DC 14)

SA chant, formation fighting, push
Abilities Str 16, Dex 8, Con 19, Int 13, Wis 9, Cha 14
Feats Combat Expertise, Improved Initiative, Weapon Focus (greatsword)
Skills Balance +8, Diplomacy +11, Intimidate +11, Jump +6, Knowledge (geography) +10, Knowledge (the planes) +10, Listen +8, Ride +8, Spot +8, Survival –1 (+1 on other planes or to avoid getting lost)
Advancement by character class; **Favored Class** fighter
Possessions masterwork cold iron greatsword

Chant (Su) As a swift action, a steel devil can begin to chant. For 1 minute starting immediately after it uses this ability, the steel devil produces a horrid, rhythmic shrieking that sounds like metal rasping against metal. Any spellcasters within 30 feet of a chanting steel devil must make a Concentration check (DC 15 + the spell's level) to cast a spell. This DC increases by 1 for each chanting steel devil beyond the first. *Silence* and similar effects negate this ability.

Formation Fighting (Ex) If a square adjacent to a steel devil is occupied by another steel devil, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple steel devils stack.

Push (Ex) A steel devil's attacks hammer home with such tremendous force that they can force opponents to move. Each time a steel devil strikes an opponent in melee, it can make a Strength check opposed by the target's Strength check; the steel devil gains a +4 racial bonus on this check (giving it a total modifier of +7). If the steel devil succeeds, it forces its opponent to move 5 feet in a direction of its choice. Large or larger creatures gain a +4 bonus on this check per size category larger than the steel devil, and Small or smaller ones take a –4 penalty per size category smaller than the steel devil.

A steel devil, or bueroza, is a soldier that fights on the front lines of Hell's wars.

STRATEGIES AND TACTICS

Steel devils are intelligent, cunning enemies that use a variety of tactics to overcome their foes. Typically, a steel devil begins an encounter by using *haste* and its chant ability. It then focuses on using *greater command* to draw spellcasters to it and *scare* to drive off weaker, armored foes. A steel devil maximizes the use of its push ability. It might attack a warrior, push him back, 5-foot step away from the warrior and toward a spellcaster, and then attack the spellcaster. It then attempts to use push to move the more vulnerable caster even farther away from the melee combatants trying to protect him.

SAMPLE ENCOUNTERS

Steel devils are most likely encountered in squads, though larger groups are certainly possible.

Solo (EL 6): A lone steel devil usually serves a wizard or cleric on the Material Plane. In battle, it focuses on forcing its enemies into smaller groups. It attacks the member of the party that seems weakest, working its way up to the toughest.

Pair (EL 8): When fighting in pairs, one steel devil focuses on an enemy spellcaster while the second one holds off the rest of the party.

Squad (EL 10): A platoon consists of four steel devils that fight in a tight formation. The two devils in the rear ranks use their spell-like abilities to manipulate the enemy, while the ones in front rely on their melee attacks. Once the front two steel devils have lost more than half their hit points, they swap places with the rear rank.

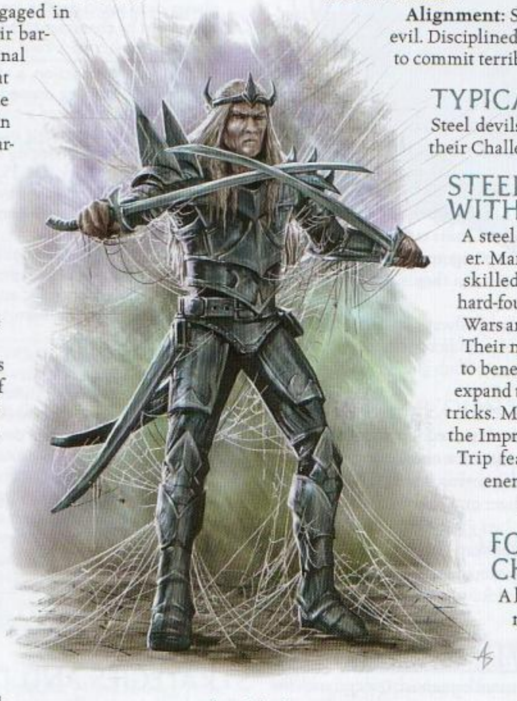
ECOLOGY

Steel devils are soldiers. They exist to fight, to spend their lives destroying any threat that comes to the Nine Hells. When not engaged in combat, they return to their barracks in the bowels of infernal citadels, where they stand at attention in readiness for the coming war. They specialize in locating and slaying particularly troublesome spellcasters or demons with magical abilities. While they lack the orthons' raw, brute strength, they more than compensate with their keen intellect and talent for moving their enemies around the battlefield.

Environment: Steel devils are native to the Nine Hells of Baator. They go where ordered and might fight on Avernus against the demons, invade the Upper Planes, or do battle against their own kind in wars between the Lords of the Nine.

Typical Physical Characteristics: A steel devil stands 6 feet tall and weighs 240 pounds. Every gap or hole in its armor is sealed shut. When slain, a steel devil collapses into a pile of junk. The fine steel used to construct its armor transforms into warped, worthless lead.

Illus. by A. Stokes



A steel devil

SOCIETY

Steel devils are consummate soldiers. They have no purpose or drive to do anything other than to march in step to battle. They are intensely loyal to each other and their commanders but have little use for other devils, especially orthons, whom they see as rivals. It's not unheard of for a group of steel devils to cut its way through a unit of orthons to reach a mob of demons.

Alignment: Steel devils are always lawful evil. Disciplined and loyal, duty impels them to commit terrible acts of evil.

STEEL DEVIL LORE

Characters with ranks in Knowledge (the planes) can research steel devils to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
16	This creature is a steel devil, a baatezu soldier.
21	Steel devils benefit from fighting in numbers. The more you destroy, the weaker the individual devils become.
26	When engaged in combat, steel devils chant an unholy chorus that befuddles the mind and senses, making it difficult to cast spells.

TYPICAL TREASURE

Steel devils have standard treasure for their Challenge Rating.

STEEL DEVILS WITH CLASS LEVELS

A steel devil's favored class is fighter. Many steel devils become quite skilled in arms, owing to their hard-fought experience in the Blood Wars and against the forces of good. Their natural intellect allows them to benefit from combat experience, expand their tactics, and master new tricks. Many steel devil fighters gain the Improved Disarm and Improved Trip feats to better control their enemies in battle.

Level Adjustment: +6.

FOR PLAYER CHARACTERS

A lawful evil character can permanently replace the fiendish megaraptor with a steel devil for *summon monster VII*.

XERFILSTYX

This big creature blends the form of a devil with a slug. Its human-like arms and torso are thick, rippling with powerful muscles. Its head is terrifying, equipped with a toothy maw and a pair of large horns that curl out and up from the skull, and from its back two massive leathery wings spread wide. Its lower half is a pulsing sack of purple-blue flesh, similar in appearance and shape to that of a slug.

XERFILSTYX **CR 15**
Always LE Large outsider (baatezu, evil, extraplanar, lawful)
Init +5; **Senses** see in darkness; Listen +17, Spot +17
Aura fear (20 ft., DC 22)
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 32, touch 10, flat-footed 31
(–1 size, +1 Dex, +22 natural)
hp 172 (15 HD); fast healing 5; **DR** 10/good or silver
Immune cold, fire, poison
Resist acid 10; **SR** 22
Fort +16, **Ref** +10, **Will** +8

Speed 50 ft. (10 squares), fly 60 ft. (poor), swim 50 ft.
Melee 2 claws each +24 (1d6+9) and
bite +22 (1d8+4) and
tail +21 (1d8+4) and
gore +21 (1d8+4) or
Melee gore +23 (1d8+13 plus 2d6) with Powerful Charge*
*Includes +2 attack bonus for charging

Space 10 ft.; **Reach** 10 ft.
Base Atk +15; **Grp** +28
Atk Options Power Attack, blood drain, improved grab, toss
Special Actions breath weapon, *summon baatezu*
Spell-Like Abilities (CL 15th):
At will—*confusion* (DC 19), *dispel magic*, *hold person* (DC 17), *greater teleport* (self plus 50 pounds of objects only), *wall of ice*
3/day—*cone of cold* (DC 20), *ice storm*, *legend lore*
1/day—*insanity* (DC 22), *power word blind*

Abilities Str 28, Dex 12, Con 25, Int 16, Wis 9, Cha 21
SA blood drain, breath weapon, fear aura, improved grab, toss
SQ Styxborn
Feats Improved Initiative, Multiattack, Power Attack, Powerful Charge*, Weapon Focus (bite), Weapon Focus (claw)
* See page 125
Skills Bluff +23, Concentration +25, Diplomacy +7, Disguise +5 (+7 acting), Hide +15*, Intimidate +7, Knowledge (arcana) +21, Knowledge (the planes) +21, Listen +17, Move Silently +19, Search +21, Spellcraft +23, Spot +17, Survival –1 (+1 on other planes or to follow tracks), Swim +35
*While submerged in water, a xerfilstyx has a +10 circumstance bonus on Hide checks.
Advancement 16–30 HD (Large); 31–45 HD (Huge)

Blood Drain (Ex) A xerfilstyx drains blood from a grappled opponent, dealing 1d6 points of Constitution damage each round it maintains the hold. This ability does not affect elementals, plants, or creatures that lack a Constitution score.

Breath Weapon (Ex) 50-foot cone, damage 15d8 (Reflex DC 24 half) and 1d6 Intelligence (Will DC 24 negates). Once a xerfilstyx uses this ability, it must deal at least 6 points of Constitution damage with its blood drain before using it again.

Fear Aura (Su) *At the end of each of a xerfilstyx's turns,* creatures within 20 feet of it must succeed on a DC 22 Will save or be panicked for 10 rounds. The save DC is Charisma-based.

A creature that successfully saves cannot be affected again by that same xerfilstyx's aura for 24 hours. Baatezu are immune to the aura.

Improved Grab (Ex) To use this ability, a xerfilstyx must hit an opponent of any size with a tail attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Styxborn (Ex) Xerfilstyxes are immune to the effects of the River Styx.

Summon Baatezu (Sp) Once per day, a xerfilstyx can attempt to summon another xerfilstyx with a 50% chance of success. This ability is the equivalent of a 7th-level spell (CL 15th).

Toss (Ex) If a xerfilstyx charges and hits a Medium or smaller opponent with one of its attacks, it can make a trip attempt as a free action without provoking attacks of opportunity. If it succeeds in tripping its opponent, it flings the opponent into the air, dropping it 1d6 squares away in a random direction. Creatures so affected take 1d6 points of falling damage.

Skills Xerfilstyxes have a +8 racial bonus on any Swim check made to perform some special action or avoid a hazard. They can always choose to take 10 on Swim checks, even if distracted or endangered.

Xerfilstyxes are terrifying devils that make their homes in the unclean waters of the River Styx.

STRATEGIES AND TACTICS

Fighting from the safety of the River Styx, a xerfilstyx begins a combat with a barrage of spell-like abilities, favoring *ice storm* and *cone of cold*. It follows up by belching forth its breath weapon, a cone of boiling blood mixed with the memory eroding waters of the river. Finally, it uses its *power word blind* ability and then closes with a foe with a charge attack, tossing it into the air (and perhaps into the river) and scattering its other enemies with its fear aura. Once it has one foe remaining, it works to start a grapple and suck the victim's blood, using *hold person* to keep the victim still if necessary.

SAMPLE ENCOUNTERS

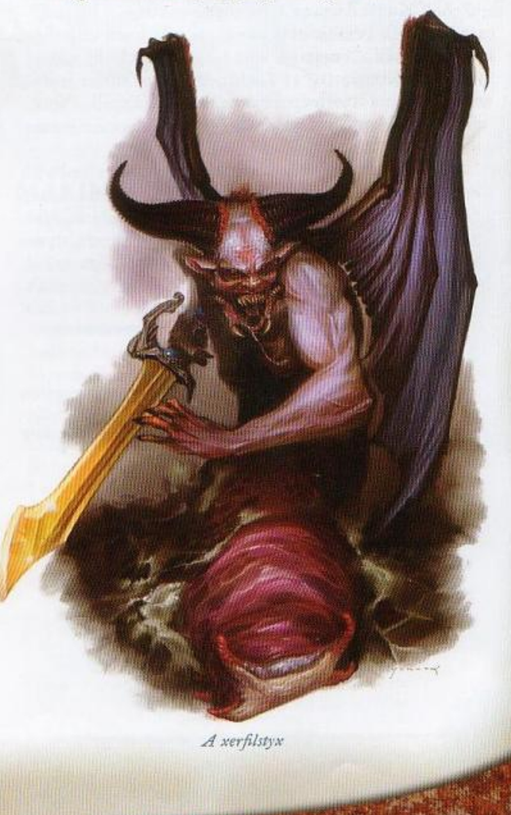
Xerfilstyxes have little use for mortals or other devils, making the individual the most likely encounter.

Individual (EL 15): An individual xerfilstyx prowls the waters of the Styx in search of victims to plunge into its waters.

School (EL 17–20): Rarely, a group of xerfilstyxes gathers in the deep places of the Styx to exchange information and memory fragments plucked from the water.

ECOLOGY

Xerfilstyxes live in the depths of the Styx. They swim through the currents, sampling the frightened



A xerfilstyx

Illus. by K. Tanner

memory fragments leached from the souls exposed to its mind-numbing cold. They seem to care little for what happens in the world around them and exist only to snatch and destroy those they come across.

Environment: Native to the Nine Hells of Baator, xerfilstyxes can be found anywhere the River Styx flows, even on other planes. Though comfortable at any depth, they tend to stay near the shores, ready to snatch the unwary.

Typical Physical Characteristics: A xerfilstyx stands 12 feet tall and weighs 1,500 pounds.

SOCIETY

Constant exposure to the River Styx has driven these devils insane. The memories of the lost bombard them whenever they swim through the river, something from which they derive great pleasure even though it dissolves their minds. In their madness, they believe all creatures should sample the water, and that it is their duty to help reveal this to those they meet.

Alignment: Xerfilstyxes are always lawful evil. They might be raving, but there is a method to their madness.

SAMPLE LAIR

This map shows a typical xerfilstyx lair. When not swimming at the bottom of the river, xerfilstyxes maintain nests in inlets. Luckily, such sites are rarely occupied, since the devils cannot seem to remember where they have been.

1. River Styx: The river flows sluggishly by. It is polluted and choked with corpses. Detritus covers its oily surface, carried by the current as it wends its way down into the bowels of Hell. Characters who taste or touch the water must succeed on a DC 17 Fortitude save or suffer from total amnesia as if affected by the *feeblemind* spell. Those who succeed on the save lose all recollection of the events of the past 8 hours.

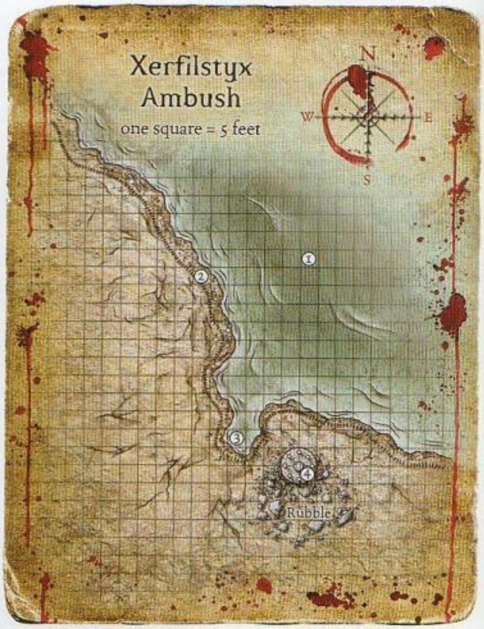
2. Shore: Littering the shore is more rubbish mixed with bones, to which tattered bits of flesh still cling and flutter. Scattered amid the debris are scores of gold coins, a few gemstones, and 1d3 minor wondrous items. The xerfilstyxes spread them around to lure fools to the water's edge.

XERFILSTYX LORE

Characters with ranks in Knowledge (the planes) can research xerfilstyxes to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
25	Xerfilstyxes are the wardens of the River Styx. They are outsiders native to the Nine Hells of Baator.
30	Beware a xerfilstyx's tail attack. It is covered with small suckers that drain a body of blood.
35	A xerfilstyx has a terrifying breath weapon. It sprays a cone of boiling blood and water that not only corrodes the flesh but also erodes memories. Once it has used its breath weapon, it must drain blood before it can use it again.



3. Nest: Hidden just under the water is a xerfilstyx. Assume it takes 10 on its Hide check, so characters must succeed on a DC 35 Spot check to notice it within the dark water. Should a character come with 5 feet of the river, it attacks.

4. Old Shrine: This crumbling structure measures about 10 feet in diameter. The surrounding ground is difficult, covered in old bones, debris, and shattered rock. The shrine is little more than a ring of columns that support a domed roof. Inside stands a marble altar covered in blasphemous graffiti. A character who succeeds on a DC 20 Search check discovers a symbol inscribed on the stone. A successful DC 25 Knowledge (religion) check reveals it to be the mark of Nehood, a good deity, now long forgotten.

TYPICAL TREASURE

Xerfilstyxes have standard treasure for their Challenge Rating, about 22,000 gp. They do not invest the treasure in personal equipment; instead, they use it to lure victims near their lairs. A typical hoard might include 6,312 gp, 5,217 sp, and 48,736 cp in coins, a blue diamond worth 4,000 gp, six pieces of coral worth 100 gp each, and a golden tiara worth 3,500 gp. Mixed in with the coins and goods are a *+1 repeating crossbow*, a *potion of enlarge person*, a *potion of bull's strength*, a *ring of swimming*, an arcane scroll of *erase, jump, and identify*, an *arcane scroll of see invisibility*, and an arcane scroll of *arcane mark*.

FOR PLAYER CHARACTERS

Evil characters who serve Levistus can gain a xerfilstyx with a *greater planar ally* spell.

CHAPTER FIVE

THE LORDS OF THE NINE

Illus. by D. Griffith

Archdevils are the most powerful devils in the Nine Hells. Unique beings of depthless evil, they are feared and reviled throughout the planes. Such is their might that they function in many ways as deities. They can project their physical manifestations onto the Astral Plane, from where they can travel to other planes without risk. However, if they are slain on another plane, they are banished to their layer for 99 years. Archdevils, for good reason, rely on aspects to deal with difficulties outside their domains.

ARCHDEVIL ASPECTS

An aspect is a physical embodiment of a portion of an archdevil's life force, created to serve as a proxy on another plane without placing the archdevil in any actual danger. An archdevil and its aspect have separate bodies but share the same mind; what one knows, the other knows. An archdevil cannot exist on the same plane as its aspect without the aspect; if this occurs, the aspect vanishes. Sometimes, if an archdevil is slain, its aspect can survive. Given time, an aspect can reclaim its position of power in the Nine Hells and ascend back into the role of a Lord of the Nine.

The concept of archdevil aspects was first introduced in *Miniatures Handbook*. The aspects presented in this chapter are significantly more powerful and are intended to serve as adversaries for climactic encounters at the end of a standard D&D campaign. These aspects incorporate a much more significant portion of an archdevil's life force, to such an extent that an archdevil can have only one such aspect in existence at one time.

MAKING EPIC ARCHDEVILS

Statistics for archdevils in their true forms do not appear in this book, because the actual power level of such a being should vary depending on the nature of your campaign. An archdevil is as close to a god as a creature can be without actually being one. It should be nearly impossible for nonepic adventurers to slay an archdevil, and combat with an archdevil should be something that happens only in the most high-powered campaigns.

That said, directly confronting an archdevil in the seat of his power is a classic and time-honored D&D campaign goal. Statistics for archdevils in their true forms have appeared in *Book of Vile Darkness*, and those presentations have directly inspired the statistics for archdevils aspects presented in this book. If you don't have access to the archdevil statistics you want, you can closely approximate them simply by advancing an archdevil's aspect in the following ways:

- Advance the aspect's Hit Dice by an amount appropriate for your campaign's needs. The archdevil's base attack bonus, saving throws, skills, feats, and ability score improvements should increase as appropriate for an outsider.
- Add "epic" to the weapon qualities required to overcome the archdevil's damage reduction.

- The archdevil's new spell resistance should equal its new CR +13.
- Increase all the archdevil's ability scores by 2 for every 5 Hit Dice you advance it by, in addition to any increases it might gain due to increased Hit Dice.
- Archdevils gain the following spell-like abilities, if they don't have them already, usable at will: *blasphemy, create greater undead, plane shift,* and *unholy aura*. Feel free to add a few new spell-like abilities over and above these, but keep in mind that adding too many can make the archdevil difficult to run. Increase an archdevil's caster level for spell-like abilities by 1 for every 2 Hit Dice you advance it by, but remember that large increases in caster level can grossly overpower certain abilities (*blasphemy*, for example).
- Feel free to add one or two new special attacks or qualities to the archdevil's repertoire. These new attacks or qualities should fit with the archdevil's theme.
- An archdevil's CR increases by 1 for every Hit Die you add.

BEL, LORD OF THE FIRST

Crimson scales cover this large fiend, from its bestial head to its clawed toes. From its back spread great batlike wings. Foul green venom drips from its teeth, sending up streams of smoke wherever it falls. Cinched around its waist is a belt of a dozen shrieking angel heads, their necks neatly severed by the massive flaming sword the creature holds in his clawed fist.

ASPECT OF BEL CR 20

LE Large outsider (baatezu, evil, extraplanar, lawful)

Init +6; **Senses** see in darkness; Listen +33, Spot +33

Aura fear (20 ft., DC 28)

Languages Abyssal, Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 39, touch 15, flat-footed 37
(–1 size, +2 Dex, +4 armor, +4 deflection, +20 natural)

hp 319 (22 HD); regeneration 5; **DR** 20/good and silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 33

Fort +23, **Ref** +15, **Will** +21

Speed 40 ft. (8 squares), fly 60 ft. (average)

Melee *+3 flaming greatsword* +39/+34/+29/+24 (3d6+24/19–20 plus 1d6 fire) and
2 wings each +30 (1d6+7) and
bite +30 (1d8+7 plus disease plus poison) and
tail +30 (1d8+7) or

Melee 2 claws each +35 (1d6+14) and
2 wings each +30 (1d6+7) and
bite +30 (1d8+7 plus disease plus poison) and
tail +30 (1d8+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +22; **Grp** +40

Atk Options Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack, constrict 1d8+21, disease, improved grab, poison (injury, DC 31, 1d6 Con/death)

Special Actions Dark Speech, *summon baatezu*

Spell-Like Abilities (CL 19th):
At will—*dispel magic, greater teleport, hellfire storm, hold person* (DC 20), *magic circle against chaos, major image* (DC 20), *unhallow, wall of fire*
1/day—*meteor swarm* (DC 26), *unholy aura*

Abilities Str 38, Dex 15, Con 30, Int 27, Wis 27, Cha 25

SA constrict, disease, fear aura, improved grab, spell-like abilities, *summon baatezu*

Feats Awesome Blow, Cleave, Dark Speech*, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (greatsword)
*This feat appears in *Book of Vile Darkness* and is revised in *Fiendish Codex I: Hordes of the Abyss*. If you don't have either of these books, replace with Combat Reflexes.

Skills Bluff +32, Climb +39, Concentration, +35, Diplomacy +38, Disguise +16 (+18 acting), Hide +23, Intimidate +34, Jump +39, Knowledge (arcana) +33, Knowledge (nobility and royalty) +24, Knowledge (the planes) +33, Listen +33, Move Silently +27, Search +33, Sense Motive +33, Spellcraft +35, Spot +33, Survival +8 (+10 on other planes or follow tracks),

Possessions *+1 flaming greatsword, ring of protection +4, bracers of armor +4*

Constrict (Ex) Bel deals 1d8+21 points of damage with a successful grapple check, in addition to damage from his tail attack.

Disease (Ex) Devil chills—bite, Fortitude DC 31, incubation period 1d4 days, damage 1d4 Str. The save DC is Constitution-based.

Fear Aura (Su) At the end of each of Bel's turns, creatures within 20 feet of him must succeed on DC 28 Will saves or be panicked for 10 rounds. The save DC is Charisma-based.
A creature that successfully saves cannot be affected by Bel's aura for 24 hours.

Improved Grab (Ex) To use this ability, Bel must hit an opponent of up to Medium size with a tail attack. He can then attempt to start a grapple as a free action without provoking attacks of opportunity. If he wins the grapple check, he establishes a hold and can constrict.

Regeneration (Ex) Good weapons, and spells and effects with the good descriptor, deal normal damage to Bel. If Bel loses a limb or body part, the lost portion regrows in 1d6 minutes. Bel can reattach the severed member instantly by holding it to the stump.

Summon Baatezu (Sp) Two times per day, Bel can automatically summon three lemures, osyluths, or barbazu, or two erinyes, cornugons, or gelugons. This ability is the equivalent of a 9th-level spell (CL 19th).

Bel is the Lord of the First, a brutal warlord turned archdevil after supplanting his mistress.

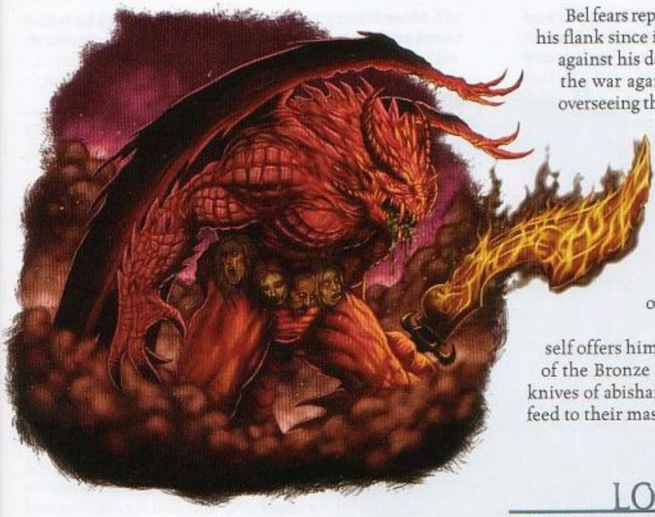
STRATEGIES AND TACTICS

Bel is never without his minions. When summoning baatezu, he mixes up the devils he calls, preferring horned devils to attack from the air and ice devils to contend with heavy hitters on the ground, while he himself fights from behind, loosing a barrage of spell-like abilities such as *hellfire storm* and *wall of fire*.

Rarely does he commit himself to a direct confrontation, and when he does, it is only because he has an advantage. In

VILE DAMAGE

Many of the archdevils presented in this chapter are able to deal vile damage with their attacks, spells, or spell-like abilities. Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell. The Violate Spell and Violate Spell-Like Ability feats, found in *Book of Vile Darkness*, convert half of any damage dealt by a spell or spell-like ability into vile damage.



Bel, Lord of Avernus

such cases, he makes extensive use of his *+3 flaming greatsword*, reserving his bite to incapacitate arcane spellcasters.

SERVANTS, ENEMIES, AND GOALS

Cunning, cruel, and perhaps one of the greatest tactical minds of the Nine Hells, Bel is a rising star. Bel deals in treachery, double-cross, and ambush, using his keen mind to anticipate the treachery of his rivals.

Bel has yet to stabilize his domain. All efforts to establish an alliance with other Lords have come to nothing. Neither Mephistopheles nor Baalzebul trusts him, since he so readily betrayed his own mistress. Of course, any of the Lords of the Nine would have gladly dethroned Zariel themselves, and many had agents in place to do just this, but the coup wiped out most of their operatives. Though they have refused Bel's efforts at peace, so far none of them move against him, because they value his role as a buffer against the demons, as well as his alliance with the Dark Eight.

Bel fears reprisals, but he has little opportunity to protect his flank since invading armies of demons constantly push against his defenses. He spends most of his time waging the war against the Abyss, taking a personal hand in overseeing the construction of fortifications and devising strategies to fight the endless hordes.

He surrounds himself with cornugon warlords and pit fiends, though he suspects their loyalties lie elsewhere. Bel has recently made inroads into forging an alliance with Tiamat, who maintains a domain on his layer. The two have reached an accord and abishai now swell the ranks of his armies.

Of all his allies and minions, Zariel herself offers him the greatest aid. Imprisoned in the bowels of the Bronze Citadel, Zariel languishes under the cruel knives of abishai torturers that carve off bits of her flesh to feed to their master.

DISPATER, LORD OF THE SECOND

This dark-haired figure stands just over seven feet tall. He could pass for human if it weren't for the small horns protruding from his brow and his glowing red eyes. Dressed in regal finery, he carries a long rod capped with a macelike head.

ASPECT OF DISPATER **CR 21**

LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +6; **Senses** see in darkness; Listen +37, Spot +37
Aura fear (20 ft., DC 33)
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 44, touch 12, flat-footed 42
(+2 Dex, +7 shield, +25 natural)
hp 462 (28 HD); regeneration 6; **DR** 20/good and silver
Immune fire, poison
Resist acid 10, cold 10; **SR** 34
Fort +28, **Ref** +20, **Will** +22

Speed 30 ft. (6 squares)
Melee *Dispater's rod* +47/+42/+37/+32 (1d8+18) or
Melee touch +41 (rust)
Space 5 ft.; **Reach** 5 ft.
Base Atk +28; **Grp** +41

Illus. by D. Allsop

LORE ABOUT BEL

Characters with ranks in Knowledge (the planes) or Knowledge (religion) can research Bel to learn more about him. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Religion)

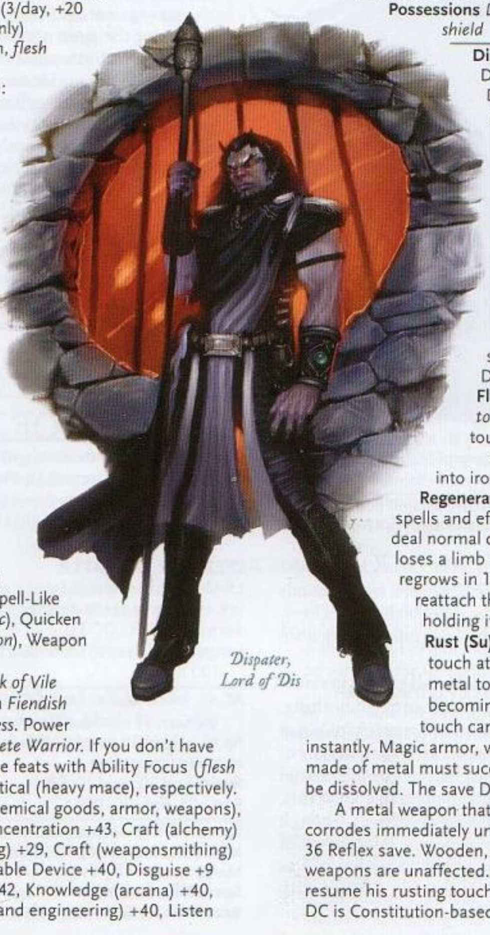
DC	Result
20	The cult of Zariel is scattered and crumbling, thanks to some upheaval in the Nine Hells.
25	Bel ousted Zariel and seized control over her demesne.
30	Many believe Bel keeps Zariel in a cell beneath the Bronze Citadel.

Knowledge (the Planes)

DC	Result
30	This creature is the aspect of Bel, the Duke of Avernus. He seized his position in a recent rebellion on his layer and now commands a sizable force of devils.
35	Bel prefers to use spell-like abilities rather than engage in direct combat. He is still deadly in combat, hacking through his enemies with a powerful flaming greatsword.
40	Bel's bite is his most dangerous weapon. Those bitten suffer from both a lethal poison and a virulent disease.

Atk Options Combat Expertise, Improved Trip, Power Critical* (heavy mace), Quicken Spell-Like Ability (*greater dispel magic*), Quicken Spell-Like Ability (*suggestion*), smite good (3/day, +20 damage, *Dispater's rod* only)
Special Actions Dark Speech, *flesh to iron, summon baatezu*
Spell-Like Abilities (CL 20th):
At will—*charm monster* (DC 23), *greater dispel magic, greater teleport, major image* (DC 22), *suggestion* (DC 22), *true seeing, wall of iron*
3/day—*blasphemy* (DC 26), *locate creature, locate object, polymorph, unholy aura* (DC 27)
1/day—*iron body*

Abilities Str 37, Dex 14, Con 35, Int 29, Wis 22, Cha 29
SA fear aura, flesh to iron, rust, spell-like abilities, *summon baatezu*
Feats Combat Expertise, Dark Speech*, Improved Initiative, Improved Trip, Lightning Reflexes, Negotiator, Power Critical (heavy mace)*, Quicken Spell-Like Ability (*greater dispel magic*), Quicken Spell-Like Ability (*suggestion*), Weapon Focus (heavy mace)
*This feat appears in *Book of Vile Darkness* and is revised in *Fiendish Codex I: Hordes of the Abyss*. Power Critical is found in *Complete Warrior*. If you don't have these books, replace these feats with Ability Focus (*flesh to iron*) and Improved Critical (heavy mace), respectively.
Skills Appraise +29 (+31 alchemical goods, armor, weapons), Bluff +40, Climb +34, Concentration +43, Craft (alchemy) +30, Craft (armorsmithing) +29, Craft (weaponsmithing) +40, Diplomacy +46, Disable Device +40, Disguise +9 (+11 acting), Intimidate +42, Knowledge (arcana) +40, Knowledge (architecture and engineering) +40, Listen +37, Move Silently +33, Open Lock +33, Search +30 (+32 secret and concealed doors), Sense Motive +39, Spellcraft +32, Spot +37, Survival +6 (+8 follow tracks)
Possessions *Dispater's rod, +5 heavy cold iron shield*



Dispater, Lord of Dis

Illus. by K. Yanner

Dispater's Rod The aspect of Dispater wields a lesser version of Dispater's own weapon. It acts as a *+5 heavy mace* and a *rod of rulership*. In addition, it grants its wielder the ability to smite good three times per day.

Fear Aura (Su) At the end of each of Dispater's turns, creatures within 20 feet of him must succeed on DC 33 Will saves or be panicked for 10 rounds. The save DC is Charisma-based.

A creature that successfully saves cannot be affected by Dispater's aura for 24 hours.

Flesh to Iron (Sp) As the *flesh to stone* spell; at will; +41 melee touch; DC 33.

Flesh to iron transforms the target into iron instead of stone.

Regeneration (Ex) Good weapons, and spells and effects with the good descriptor, deal normal damage to Dispater. If Dispater loses a limb or body part, the lost portion regrows in 1d6 minutes. Dispater can reattach the severed member instantly by holding it to the stump.

Rust (Su) If Dispater succeeds on a touch attack, his touch causes the target metal to corrode, falling to pieces and becoming useless immediately. His touch can destroy a 10-foot cube of metal instantly. Magic armor, weapons, and other magic items made of metal must succeed on a DC 36 Reflex save or be dissolved. The save DC is Constitution-based.

A metal weapon that deals damage to Dispater corrodes immediately unless its bearer succeeds on a DC 36 Reflex save. Wooden, stone, and other nonmetallic weapons are unaffected. Dispater can suppress or resume his rusting touch ability as a free action. The save DC is Constitution-based.

LORE ABOUT DISPATER

Characters with ranks in Knowledge (the planes) or Knowledge (religion) can research Dispater to learn more about him. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Religion)

DC	Result
20	Dispater is the patron of war and intrigue.
25	Dispater is actually the Lord of the Second, the Iron Duke of Dis.
30	Dispater's cults are secretive and warlike. They have hidden fortresses in remote places, featuring an assortment of traps and secret passages.

Knowledge (the Planes)

DC	Result
31	This creature is the aspect of Dispater.
36	Dispater never leaves the Iron Tower because it is itself is a powerful magic item that makes him nearly invulnerable. He relies on his aspect to deal with other archdevils, even when called to Nessus to treat with his peers.
41	Dispater's touch corrodes metal. Avoid using metal weapons against him, because he is sure to destroy them. One tactic he uses is to transform an opponent into an iron statue and then rust him away to dust.

Summon Baatezu (Sp) Twice per day, Dispater can automatically summon five osyluths or barbazu; three erinyes, cornugons, or gelugons; or one pit fiend. This ability is the equivalent of a 9th-level spell (CL 20th).

Dispater is the Iron Duke, the Lord of the Second. A cautious fiend, he never leaves the impregnable Iron Tower that looms over all of Dis.

STRATEGIES AND TACTICS

Dispater buys time by creating *walls of iron* and loosing quickened *suggestions* to drive his opponents away. While his foes struggle to get past his defenses, he calls for reinforcements, using *summon baatezu* to bring in a pit fiend or multiple devils depending on the skill and nature of his opponents.

If pressed, he uses Combat Expertise and *flesh to iron*. If at any point he feels the battle turning against him, he doesn't hesitate to use *greater teleport* to beat a hasty retreat.

SERVANTS, ENEMIES, AND GOALS

Dispater is the very definition of caution. He is vigilant beyond compare, weaving a web of impenetrable defenses around himself and his holdings. His plans are far-reaching, taking generations to come to fruition. Yet he is not a craven, frightened fiend who grasps at power out of fear of losing it. He is calm, composed, and charming. He is the perfect gentleman, not given to emotional outbursts or acts of passion. He knows the political games of the Nine Hells, and he's one of the best players.

Dispater has a finger in everything. He has agents scattered throughout the layers, all working toward some convoluted scheme. Most of Dispater's goals lurk behind countless lies and deceptions, but his hatred of Baalzebul is the worst kept secret in the Nine Hells. The two fight a war of secret betrayals and assassinations, each winnowing away at the other's defenses.

The Lord of the Second has forged an alliance with Mephistopheles, who shares Dispater's hate of the Lord of Lies. But even with help, the plots against Baalzebul consume almost all of Dispater's time, distracting him from expanding his influence elsewhere—or so the baatezu believe.

Dispater favors erinyes, since they are not only beautiful, but also competent and unswervingly loyal. Protecting his fortress are scores of iron golems and other constructs that follow his every command.

MAMMON, LORD OF THE THIRD

This massive fiend has the lower body of a brown-spotted serpent and the upper body of a muscular humanoid with two large arms. The creature's bestial head is terrifically monstrous, with a black-lipped maw filled with pointed teeth and a pair of serpent's fangs. His eyes are pale white, without irises or pupils, yet he seems to see perfectly.

ASPECT OF MAMMON **CR 21**

Always LE Huge outsider (baatezu, evil, extraplanar, lawful)
Init +6; **Senses** see in darkness; Listen +40, Spot +40
Aura fear aura (20 ft., DC 31)
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 41, touch 15, flat-footed 39; Dodge, Mobility (–2 size, +2 Dex, +4 armor, +5 deflection, +22 natural)
hp 434 (28 HD); regeneration 6; **DR** 20/good and silver
Immune fire, poison
Resist acid 10, cold 10; **SR** 34
Fort +27, **Ref** +20, **Will** +25

Speed 40 ft. (8 squares); Spring Attack
Melee *+4 unholy cold iron shortspear* +42/+37/+32/+27 (2d6+16 plus 2d6 against good creatures) and bite +35 (2d6+6 plus poison) and tail +35 (2d6+6) or
Melee touch +40 (greed) and bite +35 (2d6+6 plus poison) and tail +35 (2d6+6)
Space 15 ft.; **Reach** 15 ft.
Base Atk +28; **Grp** +48
Atk Options Combat Expertise, Combat Reflexes, constrict 2d6+18, improved grab, poison (injury, DC 35, 1d6 Con drain/1d6 Con drain)
Special Actions alternate form, Dark Speech, Dilate Aura, *summon baatezu*, touch of greed
Combat Gear *oil of invisibility, potion of greater magic fang* (CL 20th), *potion of haste*
Spell-Like Abilities (CL 20th):
At will—*charm monster* (DC 21), *discern location, enthrall* (DC 19), *fireball* (DC 20), *greater teleport, major image* (DC 21), *see invisibility, suggestion* (DC 20)
3/day—*hold monster* (DC 22), *phantasmal thief**, *unholy aura* (DC 25)
1/day—*weird* (DC 26)
*This spell is found in *Spell Compendium*. If you don't have that book, replace it with *telekinesis*.

Abilities Str 34, Dex 15, Con 33, Int 28, Wis 29, Cha 25
SA constrict, fear aura, improved grab, poison, spell-like abilities, *summon baatezu*, touch of greed
Feats Combat Expertise, Combat Reflexes, Dark Speech*, Dilate Aura†, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Negotiator, Spring Attack
*This feat appears in *Book of Vile Darkness* and is revised in *Fiendish Codex I: Hordes of the Abyss*. If you don't have either of these books, replace it with Whirlwind Attack.
†New feat described on page 83

LORE ABOUT MAMMON

Characters with ranks in Knowledge (the planes) or Knowledge (religion) can research Mammon to learn more about him. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Religion)

DC	Result
20	Mammon is the patron of greed and lust.

Knowledge (the Planes)

DC	Result
31	This abomination is the aspect of Mammon, the archdevil and master of the third layer of Hell.
36	Mammon is a seducer. He's slippery with words, using magic to unravel a mortal's defenses. Once he establishes a friendship, he betrays his allies, butchering them with abandon.
41	Mammon's touch can invoke feelings of greed, dissolving bonds of friendship, loyalty, and family.

Skills Appraise +40, Bluff +38, Concentration +42, Diplomacy +44, Disguise +38 (+40 acting), Forgery +40, Hide +25, Intimidate +40, Knowledge (arcana) +40, Knowledge (the planes) +40, Listen +40, Move Silently +33, Profession (bookkeeper) +40, Search +40, Sense Motive +42, Spellcraft +42, Spot +40, Survival +9 (+11 on other planes or to follow tracks)
Possessions combat gear plus *+4 unholy cold iron shortspear, ring of protection +5, bracers of armor +4*

Alternate Form (Su) At will, Mammon can assume a pit fiend form as a standard action. This ability functions like a *polymorph* spell cast on himself as a 20th-level caster, except Mammon does not regain hit points for changing form and can only assume the form of a pit fiend. Mammon can remain in pit fiend form until he chooses to return to his natural form.

Constrict (Ex) Mammon deals 2d6+18 points of damage with a successful grapple check, in addition to damage from his tail attack.

Fear Aura (Su) At the end of each of Mammon's turns, creatures within 20 feet of him must succeed on DC 31 Will saves or be panicked for 10 rounds. The save DC is Charisma-based.

A creature that successfully saves cannot be affected by Mammon's aura for 24 hours.

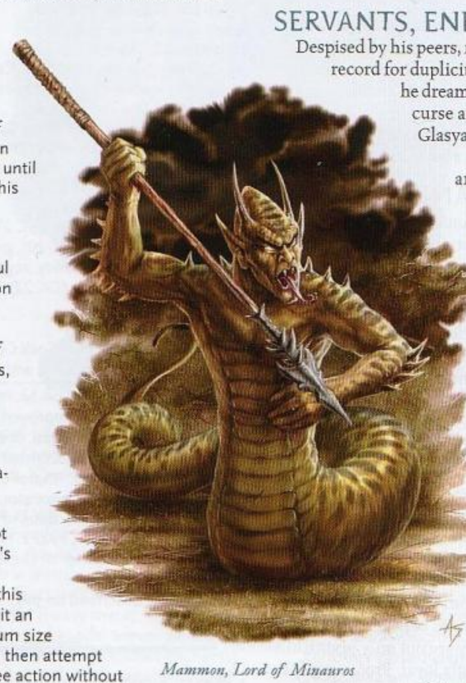
Improved Grab (Ex) To use this ability, Mammon must hit an opponent of up to Medium size with a tail attack. He can then attempt to start a grapple as a free action without provoking attacks of opportunity. If he wins the grapple check, he establishes a hold and can constrict.

Poison (Ex) Injury, Fortitude DC 35, 1d6 Con drain/1d6 Con drain. The save DC is Constitution-based.

Regeneration (Ex) Good weapons, and spells and effects with the good descriptor, deal normal damage to Mammon. If Mammon loses a limb or body part, the lost portion regrows in 1d6 minutes. Mammon can reattach the severed member instantly by holding it to the stump.

Summon Baatezu (Sp) Three times per day, Mammon can automatically summon four barbazu or hamatulas, or can attempt to summon 3 cornugons, 2 gelugons, or 1 pit fiend with an 80% chance of success. This ability is the equivalent of a 9th-level spell (CL 20th).

Touch of Greed (Su) At will, Mammon can make a touch attack. Any creature struck must succeed on a DC 31 Will save or be forced to attack a random creature within 60 feet and attempt to steal its valuables as soon as possible. This effect lasts 1d4 rounds. Mammon can suppress or resume his touch of greed ability as a free action.



Mammon, Lord of Minauros

Illus. by A. Stokes

Mammon is the archduke of Minauros, the third layer of the Nine Hells. He is ruthless, the personification of greed and lust.

STRATEGIES AND TACTICS

Mammon is more than a match for most foes, but he fights with care. He toys with his enemies, seducing them with *charm monster* and *suggestion*, luring them into a false sense of security. He especially enjoys the look of surprise when he turns on them, sinking his dripping fangs into the tender flesh of their torsos or plunging his spear into their twitching bellies.

SERVANTS, ENEMIES, AND GOALS

Despised by his peers, no one trusts Mammon thanks to his record for duplicity. Condemned to his stinking mire, he dreams of one day throwing off Asmodeus's curse and attaining his rightful place, with Glasya at his feet.

Fully aware that he has exhausted any hopes of gaining allies from the other Lords, he has abandoned the political maneuverings in Hell to focus on subverting mortals to his cause. He invites those who prove themselves loyal to attend him in his court. The service is disgusting, and one must suffer Mammon's vile attentions, but the riches and power to be gained are beyond imagination.

Mammon's cults on the Material Plane are widespread and wealthy. Having gained their station from dirty deals, extortion, and coercion, they are invested in the highest ranks of society. Mammon is also popular among nonhumanoids. Among his servants he includes beholders and mind flayers, but none are as beloved as the evil dragons he subverts—something Tiamat most keenly resents.

BELIAL AND FIERNA, LORDS OF THE FOURTH

These two humanlike figures are tall, dark, and sensual. They each have a pair of small horns jutting from their brows. Their red eyes smolder with the promise of physical pleasure, and the fine clothing that clings to their bodies completes the debauched image.

ASPECT OF BELIAL **CR 21**
LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +10; **Senses** see in darkness; Listen +41, Spot +41
Aura fear (20 ft., DC 38)
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 43, touch 19, flat-footed 37; Dodge, Mobility
(+6 Dex, +2 armor, +3 deflection, +22 natural)
hp 345 (30 HD); regeneration 5; **DR** 20/good and silver
Immune fire, poison

Resist acid 10, cold 10; **SR** 34
Fort +24, **Ref** +25, **Will** +25

Speed 30 ft. (6 squares), fly 60 ft. (perfect)
Melee *+3 fleshgrinding vile ranseur* +42/+37/+32/+27 (2d4+15/×3 plus 1 vile [plus extra 2 vile on a critical hit]) or
Melee 2 claws each +38 (1d4+8 plus 1 vile)
Space 5 ft.; **Reach** 5 ft. (10 ft. with *+4 ranseur*)
Base Atk +30; **Grp** +38
Atk Options Combat Expertise, Combat Reflexes, Improved Disarm, Quicken Spell-Like Ability (*charm monster*)
Special Actions Dark Speech, *summon baatezu*
Spell-Like Abilities (CL 20th):
At will—*charm monster* (DC 27), *deeper darkness, geas/quest, greater dispel magic, greater teleport, locate creature, locate object, major image* (DC 26), *see invisibility, suggestion* (DC 26)
1/day—*dominate monster* (DC 32)

Abilities Str 27, Dex 23, Con 25, Int 26, Wis 26, Cha 37
SA fear aura, spell-like abilities, *summon baatezu*
Feats Combat Expertise, Combat Reflexes, Dark Speech*, Dodge, Improved Disarm, Improved Initiative, Lightning Reflexes, Mobility, Quicken Spell-Like Ability (*charm monster*), Vile Natural Attack (claws)*, Weapon Focus (ranseur)
*Dark Speech appears in *Book of Vile Darkness* and is revised in *Fiendish Codex I: Hordes of the Abyss*. If you don't have either of those books, replace it with Ability Focus (fear aura). Vile Natural Attack is described in *Book of Vile Darkness*, and its effect is included in Belial's claw attacks.
Skills Appraise +28, Balance +21, Bluff +46, Concentration +27, Diplomacy +52, Disguise +31 (+33 acting), Escape Artist +19, Gather Information +46, Hide +26, Intimidate +48, Jump +30, Knowledge (arcana) +28, Knowledge (nobility and royalty) +28, Knowledge (religion) +28, Knowledge (the planes) +28, Listen +41, Move Silently +26, Search +28, Sense Motive +41, Spellcraft +30, Spot +41, Survival +8 (+10 on other planes or to follow tracks), Tumble +41, Use Rope +6 (+8 bindings)
Possessions *+3 fleshgrinding vile ranseur*, ring of protection +3, amulet of natural armor +1, bracers of armor +2*
*The *fleshgrinding* and *vile* weapon properties are defined in *Book of Vile Darkness*. If you don't have that book, replace them with *unholy* and *human bane*.

Fear Aura (Su) At the end of each of Belial's turns, creatures within 20 feet of him must succeed on DC 38 Will saves or be panicked for 10 rounds. The save DC is Charisma-based.

A creature that successfully saves cannot be affected by Belial's aura for 24 hours.

Regeneration (Ex) Good weapons, and spells and effects with the good descriptor, deal normal damage to Belial. If Belial loses a limb or body part, the lost portion regrows in 1d6 minutes. Belial can reattach the severed member instantly by holding it to the stump.

Summon Baatezu (Sp) Three times per day, Belial can automatically summon five barbazu, five hamatulas, or one pit fiend. This ability is the equivalent of a 9th-level spell (CL 20th).

ASPECT OF FIERNA CR 19

LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +10; **Senses** see in darkness; Listen +39, Spot +39
Aura fear (20 ft., DC 37)
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 41, touch 21, flat-footed 35; Dodge, Mobility (+6 Dex, +6 armor, +5 deflection, +14 natural)
hp 322 (28 HD); regeneration 5; **DR** 20/good and silver
Immune fire, poison
Resist acid 10, cold 10; **SR** 32
Fort +26, **Ref** +27, **Will** +27

Speed 30 ft. (6 squares), fly 60 ft. (perfect)
Melee 2 claws each +36 (1d4+8)
Space 5 ft.; **Reach** 5 ft.
Base Atk +28; **Grp** +36
Atk Options Combat Expertise, Mortalbane
Special Actions Dark Speech, *summon baatezu*
Combat Gear *potion of barkskin* (CL 6th), *potion of invisibility, 2 potions of sanctuary*
Spell-Like Abilities (CL 20th):
At will—*dispel magic, fireball* (DC 26), *fire shield, flame blade* (+36 melee touch), *greater teleport, suggestion* (DC 26), *wall of fire*
3/day—*dominate person* (DC 28), *fire storm* (DC 30)
1/day—*meteor swarm* (DC 32)

Abilities Str 27, Dex 23, Con 25, Int 26, Wis 26, Cha 37
SA fear aura, spell-like abilities, *summon baatezu*
Feats Combat Expertise, Dark Speech*, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Mortalbane* (*flame blade*), Quicken Spell-Like Ability (*flame blade*), Spring Attack, Violate Spell-Like Ability* (*flame blade*)
*Dark Speech appears in *Book of Vile Darkness* and is revised in *Fiendish Codex I: Hordes of the Abyss*. Mortalbane and Violate Spell-Like Ability are found in *Book of Vile Darkness*. If you don't have either of those books, replace these feats with Ability Focus (fear aura), Empower Spell-Like Ability (*flame blade*), and Improved Natural Attack (claws), respectively.
Skills Appraise +28, Balance +19, Bluff +44, Concentration +25, Diplomacy +50, Disguise +29 (+31 acting), Escape Artist +17, Gather Information +44, Hide +26, Intimidate +46, Jump +28, Knowledge (arcana) +26, Knowledge (nobility and royalty) +28, Knowledge (religion) +26,

LORE ABOUT BELIAL AND FIERNA

Characters with ranks in Knowledge (the planes) or Knowledge (religion) can research Belial and Fierna to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Religion)

DC	Result
20	Belial is the patron of secrets, domination, and seduction. He is a profane being, reveling in the pleasures and pains of the flesh. Fierna is the patron of fire and pain.
30	The two jointly rule Phlegethos, the fourth layer of the Nine Hells.

Knowledge (the Planes)

DC	Result
30	This creature is the aspect of Belial (or Fierna).
35	Belial delights in controlling mortals, so he uses manipulative spell-like abilities before engaging in combat. Fierna, on the other hand, is vicious and destructive, laughing at the pain she causes with her infernal fires.

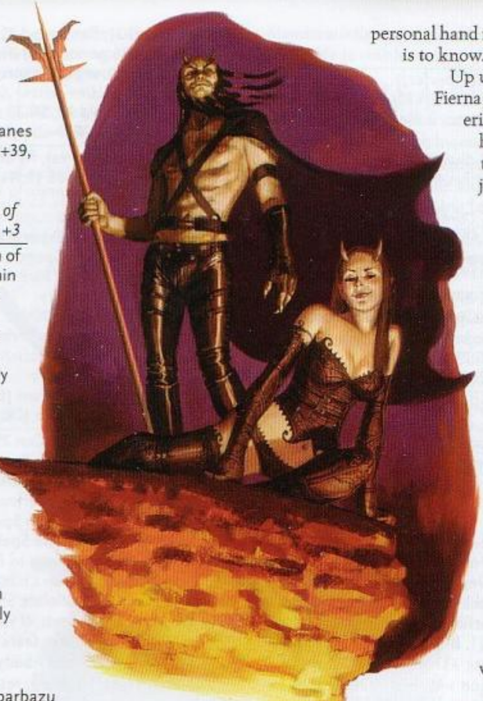
Knowledge (the planes) +28, Listen +39, Move Silently +26, Search +26, Sense Motive +39, Spellcraft +30, Spot +39, Survival +8 (+10 on other planes or to follow tracks), Tumble +39, Use Rope +6 (+8 bindings)
Possessions combat gear plus *ring of protection +5, bracers of armor +6, cloak of resistance +3*

Fear Aura (Su) At the end of each of Fierna's turns, creatures within 20 feet of her must succeed on DC 37 Will saves or be panicked for 10 rounds. The save DC is Charisma-based.

A creature that successfully saves cannot be affected by Fierna's aura for 24 hours.

Regeneration (Ex) Good weapons, and spells and effects with the good descriptor, deal normal damage to Fierna. If Fierna loses a limb or body part, the lost portion regrows in 1d6 minutes. Fierna can reattach the severed member instantly by holding it to the stump.

Summon Baatezu (Sp) Three times per day, Fierna can automatically summon five barbazu or five hamatulas. This ability is the equivalent of a 9th-level spell (CL 20th).



Belial and Fierna, Lords of Phlegethos

Illus. by E. Deschamps

Belial and Fierna rule Phlegethos, the fourth layer of the Nine Hells of Baator. They have insatiable appetites for the pleasures of the flesh.

STRATEGIES AND TACTICS

Fierna exults in combat, erecting a *fire shield* and then using *meteor swarm* to destroy as many opponents as she can. So long as no one closes on her, she follows up with a volley of *fireballs*. She's quick to call for reinforcements, but if the outcome is certain, she ignites her *flame blade* and leaps into the fray to finish off her enemies.

Belial is not so rash. He always summons a pit fiend first, and then while his ally deals with the tougher opponents, he casts *dominate monster* to turn his foes against each other. Belial uses Dark Speech to scatter and weaken his opponents before closing in to hack apart the survivors with his foul polearm.

Both Belial and his daughter enjoy killing. They crave the feel of hot blood splashing on their bodies. Though eager, they are not fools, and they know when to cut and run.

SERVANTS, ENEMIES, AND GOALS

In name, Fierna rules Phlegethos, commanding the fiery layer from her palace of rock and magma. In truth, her father, Belial, is the power behind the throne. Sequestered away in the central Hall of One Thousand Sighs and Screams, he advises his daughter in the arts of love and pain, taking a personal hand in ensuring she learns all there is to know.

Up until now, the situation suited Fierna just fine. But thanks to her flowering relationship with Glasya, she has become more interested in taking Phlegethos in more than just name. No longer is she content to sit idly by and let her father make the decisions. She has even cultivated a few cults on the Material Plane.

Fierna's newfound ambition concerns Belial, but he has other worries. He had been assembling armies to invade the fifth and sixth layers, confident his forces could overcome those of Levistus and the Hag Countess. But Glasya's surprising coup stalled his plans, and now he can't move at all, since doing do so would invoke the full force of Asmodeus's ire. For now, Belial is content to watch and see what develops with this new player in Hell's vicious political game.

Belial and Fierna surround themselves with a variety of devils, including several legions of barbazu and hamatulas, but they are most famed for their kennels. These breeding pits produce powerful hellish beasts that rival even the Nessian warhounds (*MM* 152) Asmodeus uses to protect his halls.

LEVISTUS, LORD OF THE FIFTH

This tall creature has pale skin, dark hair, and a goatee. He seems human except for his coal-black eyes and pointed teeth. His fine silk clothes are sodden with water and bits of ice.

ASPECT OF LEVISTUS CR 21

LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +11; **Senses** see in darkness; Listen +39, Spot +11
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 42, touch 22, flat-footed 35; Dodge, Mobility, elaborate parry (+7 Dex, +5 armor, +5 deflection, +15 natural)
hp 337 (25 HD); regeneration 5; **DR** 20/good and silver
Immune fire, poison
Resist acid 10, cold 20, evasion; **SR** 34
Fort +23, **Ref** +21, **Will** +25

Speed 40 ft. (8 squares); Spring Attack
Melee *+4 wounding cold iron rapier* +37/+32/+27/+22 (1d6+11/15–20 plus 1 Con) or
Melee touch +32 (amnesia)
Space 5 ft.; **Reach** 5 ft.
Base Atk +25; **Grp** +32

Atk Options Combat Expertise, Improved Disarm, acrobatic attack, elaborate parry, precise strike +2d6

Special Actions Dark Speech, spell parry, *summon baatezu*

Spell-Like Abilities (CL 20th):

At will—*charm monster* (DC 22), *clairvoyance/clairaudience*, *greater dispel magic*, *greater teleport*, *ice storm*, *major image* (DC 21), *scrying* (DC 22), *see invisibility*, *suggestion* (DC 21), *wall of ice*

3/day—*demand* (DC 26), *unholy aura* (DC 26)

Abilities Str 24, Dex 24, Con 29, Int 25, Wis 32, Cha 27

SA acrobatic attack, amnesia touch, elaborate parry, precise strike, spell-like abilities, *summon baatezu*

Feats Combat Expertise, Dark Speech*, Dodge, Improved Critical (rapier), Improved Disarm, Improved Initiative, Mobility, Spring Attack, Weapon Focus (rapier)

*Dark Speech feat appears in *Book of Vile Darkness* and is revised in *Fiendish Codex I: Hordes of the Abyss*. If you don't have either of these books, replace it with Improved Feint.

Skills Balance +37, Bluff +36, Concentration +37, Diplomacy +38, Disguise +36 (+38 acting), Hide +35, Intimidate +38, Jump +37, Knowledge (arcana) +35, Knowledge (the planes) +35, Listen +39, Move Silently +35, Perform (acting) +36, Spellcraft +37, Survival +11 (+13 on other planes), Tumble +37

Possessions *+4 wounding cold iron rapier, ring of protection +5, bracers of armor +5*

Acrobatic Attack (Ex) If Levistus jumps as part of his movement and attacks in the same round, he gains a +2 bonus on attack rolls and damage rolls.

Amnesia Touch (Su) As the *modify memory* spell; at will; +32 melee touch; DC 31; caster level 20th.

Amnesia touch has a range of touch and can eliminate memories. On a failed save, the target is also stunned for 1d4+1 rounds.

Elaborate Parry (Ex) If Levistus fights defensively or takes a total defense action in combat, he gains a +8 dodge bonus to his Armor Class in addition to the normal bonus gained from these actions.

Precise Strike (Ex) When wielding a light or one-handed piercing weapon, Levistus deals an extra 2d6 points of damage on a successful attack. To gain this extra damage, Levistus cannot attack with anything in his other hand or use a shield. This extra damage applies only to creatures with discernible anatomies (that is, creatures that are vulnerable to extra damage from critical hits).

Regeneration (Ex) Good weapons, and spells and effects with the good descriptor, deal normal damage to Levistus. If Levistus loses a limb or body part, the lost portion regrows in 1d6 minutes. Levistus can reattach the severed member instantly by holding it to the stump.

Spell Parry (Su) As the *spell turning* spell; 1/day; caster level 20th.

Summon Baatezu (Sp) Two times per day, Levistus can automatically summon two gelugons or attempt to summon one pit fiend with an 85% chance of success. This ability is the equivalent of an 8th-level spell (CL 20th).

Levistus is the Lord of the Fifth and Prince of Stygia. Though his true form lies imprisoned in a massive chunk of ice, his aspect is very active on other planes.

STRATEGIES AND TACTICS

Levistus is honorable and always offers to duel a single enemy at a time. He fights defensively to take advantage of his elaborate parry ability. In the unlikely event that he faces a worthy opponent, he falls back on Combat Expertise to boost his Armor Class to savor the battle.

The archdevil fights fairly so long as his opponent does the same. If his enemy's allies come to help, he doesn't hold back. He unleashes an *ice storm* after tumbling back to a position of safety. He continues to maneuver around the battlefield, using *wall of ice* to divide his enemies. When he can, he summons a pair of gelugons to even the odds.

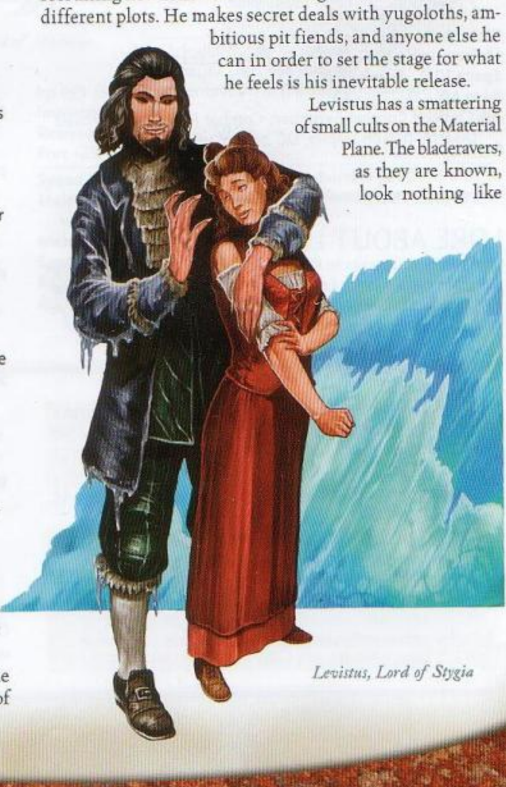
SERVANTS, ENEMIES, AND GOALS

A mountain of dark ice towers over the frozen sea of Stygia. It is old, ancient by even baatezu standards. At its center, a quarter-mile deep, rests Prince Levistus, the Lord of the Fifth. Levistus is very much aware of his prison and desperately fights to break free. All efforts have failed, and it seems the berg is resistant to magic, thwarting even *wish* and *miracle* spells. He must be broken free to escape, so he has commanded his devils to chip away at the ice, even though for every inch they gain, two more build from the sleet and snow that perpetually blows across the barren land.

Hate consumes him. He despises all the other archdevils, but reserves special spite for Asmodeus. The feeling is mutual, since the Lords of the Nine know that if Prince Levistus escaped his prison, he would work against them all, betraying the Nine Hells to the very forces they oppose. As a result, all are happy to leave Levistus where he lies.

Despite his predicament, Levistus has some influence in the Nine Hells and beyond. His aspect works on his behalf, recruiting new followers and setting in motion a thousand different plots. He makes secret deals with yugoloths, ambitious pit fiends, and anyone else he can in order to set the stage for what he feels is his inevitable release.

Levistus has a smattering of small cults on the Material Plane. The bladeravers, as they are known, look nothing like



Levistus, Lord of Stygia

Illus. by W. Mahy

priests, preferring flamboyant garb and rapiers to heavy armor and simple weaponry. Attracting thugs and thieves, his cultists don't work well together and, as often as not, outright betray each other. This disloyalty does not permit them to establish permanent temples, so most worship on the move, paying homage to their imprisoned master in their own special ways.

GLASYA, LORD OF THE SIXTH

Adorned in priceless jewelry, silks, and other finery, this humanlike creature is the vision of beauty—except for her copper skin, wings, forked tail, and horns that betray her true nature.

ASPECT OF GLASYA CR 22

LE Large outsider (baatezu, evil, extraplanar, lawful)
Init +16; **Senses** see in darkness; Listen +40, Spot +40
Aura confusion (20 ft., DC 37)
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 46, touch 27, flat-footed 34; Dodge
(–1 size, +12 Dex, +5 deflection, +20 natural)
hp 350 (28 HD); regeneration 6; **DR** 20/good and silver
Immune fire, poison
Resist acid 10, cold 10; **SR** 35
Fort +28, **Ref** +32, **Will** +29 (+33 against mind-affecting spells and abilities)

Speed 40 ft. (8 squares), fly 80 ft. (average); Flyby Attack
Melee *+3 keen scourge of speed* +42/+42/+37/+32/+27 (2d6+11/19–20) and
bite +34 (2d6+4 plus poison) or
Melee bite +39 (2d6+12 plus poison) or
Melee touch +39 (1d6 Wis drain plus disease)
Space 10 ft.; **Reach** 10 ft.
Base Atk +28; **Grp** +40
Atk Options Combat Expertise, Combat Reflexes, Improved Disarm, poison (injury, DC 32, see below)
Special Actions Dark Speech, Dilate Aura, disease, *summon baatezu*
Spell-Like Abilities (CL 20th):
At will—*charm monster* (DC 27), *contagion* (DC 27), *greater dispel magic, greater teleport, major image* (DC 27), *polymorph, suggestion* (DC 26), *true seeing*
3/day—*dominate person* (DC 28), *hold monster* (DC 28)
1/day—*dominate monster* (DC 32), *finger of death* (DC 30)

Abilities Str 27, Dex 34, Con 27, Int 27, Wis 28, Cha 36
SA confusion aura, disease, poison, spell-like abilities, *summon baatezu*, Wisdom drain
Feats Ability Focus (poison), Combat Expertise, Combat Reflexes, Dark Speech*, Dilate Aura†, Dodge, Flyby Attack, Improved Initiative, Improved Natural Attack (bite), Weapon Finesse
*Dark Speech appears in *Book of Vile Darkness* and is revised in *Fiendish Codex I: Hordes of the Abyss*. If you don't have either of these books, replace it with Weapon Focus (scourge).
†New feat described on page 83
Skills Bluff +44, Concentration +39, Diplomacy +48, Disguise +44 (+46 acting), Hide +39, Intimidate +46, Knowledge (arcana) +39, Knowledge (nobility and royalty) +39, Knowledge (religion) +39, Knowledge (the planes) +39, Listen +40, Move Silently +43, Search +39, Spellcraft +41, Spot +40, Survival +40 (+42 on other planes or follow tracks)
Possessions *+3 keen scourge* of speed, ring of invisibility, ring of protection +5, cloak of resistance +4*, 8,000 gp in assorted jewelry and baubles
*This weapon is found in *Complete Warrior*. If you don't have that book, replace it with a spiked chain.

Confusion Aura (Su) At the end of each of Glasya's turns, creatures within 20 feet of her must succeed on DC 37 Will saves or be confused for 10 rounds. The save DC is Charisma-based.
A creature that successfully saves cannot be affected by Glasya's aura for 24 hours.
Disease (Ex) Touch, Fortitude DC 32, incubation 1 day, damage 1d6 Con and 1d6 Cha. The save DC is Constitution-based.
Poison (Ex) Injury, Fortitude DC 34 or be unable to heal Glasya's bite attack damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Constitution-based and includes a +2 racial bonus.
Regeneration (Ex) Good weapons, and spells and effects with the good descriptor, deal normal damage to Glasya. If Glasya loses a limb or body part, the lost portion regrows in 1d6 minutes. Glasya can reattach the severed member instantly by holding it to the stump.
Summon Baatezu (Sp) Twice per day, Glasya can automatically summon eight kalabons or four erinyes, or can attempt to summon one pit fiend with an 85% chance of success. This ability is the equivalent of an 8th-level spell (CL 20th).
Wisdom Drain (Su) Glasya deals 1d6 points of Wisdom drain each time she hits with her touch attack. On each successful attack, she gains 5 temporary hit points. Temporary hit points last 1 hour, and she can only gain temporary hit points from this ability equal to her full normal hit point total.

Glasya is the newest Lord of the Nine. She wrested control of the Sixth from the Hag Countess and now rules Malbolge with an iron fist, harvesting new devils from the flesh of her predecessor.

LORE ABOUT LEVISTUS

Characters with ranks in Knowledge (the planes) or Knowledge (religion) can research Levistus to learn more about him. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Religion)

DC	Result
20	Levistus is the patron of vengeance and betrayal. He is treachery incarnate.
25	Levistus is an archdevil and the ruler of Stygia.

Knowledge (the Planes)

DC	Result
31	This creature is the aspect of Levistus.
36	Levistus is a deadly swordsman, and when he fights, he weaves a web of steel around himself. Avoid facing him in a fair fight.
41	Levistus is especially resistant to cold. He can parry spells, so don't cast anything at him that you yourself can't take.

STRATEGIES AND TACTICS

Rather than slaying her foes outright, Glasya lures them into her embrace, promising pleasures beyond imagining. Once they come to her, she exposes them to a virulent disease that eats at their flesh, causing it to slough from their bones.

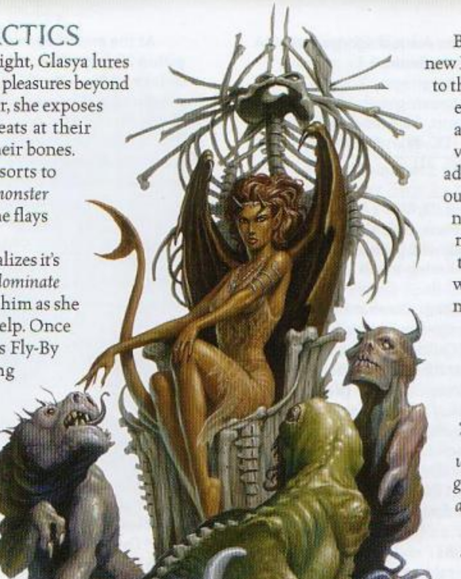
If they resist her caress, she resorts to direct methods, using *dominate monster* to force them to hold still while she flays them with her scourge.

Against larger groups, Glasya realizes it's no time to play. Again, she uses *dominate monster* to gain an ally, sacrificing him as she uses *summon baatezu* to bring in help. Once her minions are in place, she uses Fly-By Attack to touch her foes, buying her enough time to summon additional allies. Failing that, she performs fly-by attacks to lash at her enemies with her scourge or torment them with her spells.

SERVANTS, ENEMIES, AND GOALS

Up until very recently, Malbolge was a layer tilted, a place of sliding scree and tumbling rock, its eternal slope nearly impossible to navigate. The pitch suited the unlikely Lord, the Hag Countess, since she was unlike any other, not being baatezu, nor even a devil for that matter. But her time has passed and now Glasya, daughter of Asmodeus, reigns as Duchess of the Sixth. And to decorate her new home, she used the best materials at hand: the Hag Countess herself.

Now that Glasya has risen to the rank of archdevil, she has incredible power and influence. The other Lords fear her, suspecting the move as a bid to consolidate Asmodeus's control over the Nine Hells. But Glasya has plots and plans of her own. She detests Levistus and wants revenge for her mother's death. Glasya employs paeliryons to monitor her nemesis's actions and gather some proof to gain her father's approval to destroy the archdevil for good.



Glasya, Lord of Malbolge

Illus. by C. Frank

Before ascending to become the new Lord of the Sixth, Glasya traveled to the Material Plane to establish several cults. Most of her followers are inexperienced, young, and very naive. Glasya recruits young adults, full of life and vigor, curious and willing to experiment. For now, it is their duty to recruit new members, but they suspect something new is imminent and wait with bated breath to receive their next instructions.

BAALZEBUL, LORD OF THE SEVENTH

This thing looks like a massive slug with tiny, malformed arms and a grotesque, twisted face perched atop a bloated, glistening body.

Aspect of Baalzebul CR 23

LE Huge outsider (baatezu, evil, extraplanar, lawful)
Init +5; **Senses** see in darkness; Listen +41, Spot +41
Aura stench (20 ft., DC 37)
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 47, touch 9, flat-footed 46
(–2 size, +1 Dex, +38 natural)
hp 495 (30 HD); regeneration 8; **DR** 20/good and silver
Immune fire, poison
Resist acid 10, cold 10; **SR** 36
Fort +29, **Ref** +20, **Will** +25

Speed 20 ft. (4 squares), climb 20 ft., burrow 20 ft.
Melee 2 slams each +43 (1d8+14/18–20/×3 plus 1 vile plus withering) or
Melee touch +42 (withering touch)
Space 10 ft.; **Reach** 10 ft.
Base Atk +30; **Grp** +52
Atk Options Combat Expertise, Improved Feint, Violate Spell-Like Ability (*insect plague*)

LORE ABOUT GLASYA

Characters with ranks in Knowledge (the planes) or Knowledge (religion) can research Glasya to learn more about her. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Religion)

DC	Result
25	Glasya is a minor patron of corruption, growth, and agony. She has a small following of priests and cultists.
30	Glasya is in fact the daughter of Asmodeus and the Lord of the Sixth.

Knowledge (the Planes)

DC	Result
32	This creature is the aspect of Glasya, the archduchess of Malbolge.
37	Glasya is a sadist. She loves watching her victims suffer as disease and strange growths sweep through their bodies. Her bite is poisonous. Her touch devours the mind and infects creatures with a terrifying wasting disease.
42	Glasya has a disturbing love for beauty, and she spares those she finds appealing. She is quick to dominate her opponents to teach them the error of their ways.

Special Actions Dark Speech, Dilate Aura, disgorge insects, fear and weakness gaze, *summon baatezu*

Spell-Like Abilities (CL 20th):

At will—*fireball* (DC 20), *geas/quest, greater dispel magic, greater scrying, greater teleport, hold monster* (DC 22), *insect plague, major image* (DC 21), *suggestion* (DC 20), *true seeing, unholy blight* (DC 21)

1/day—*creeping doom*

Abilities Str 39, Dex 13, Con 34, Int 28, Wis 27, Cha 25

SA augmented critical, aura of stench, cloud of flies, disgorge insects, fear and weakness gaze, spell-like abilities, *summon baatezu*, withering touch

SQ cloud of flies

Feats Ability Focus (disgorge insects), Combat Expertise, Dark Speech*, Dilate Aura†, Improved Feint, Improved Initiative, Lightning Reflexes, Quicken Spell-Like Ability (*insect plague*), Vile Natural Attack (slam)*, Violate Spell-Like Ability* (*insect plague*), Weapon Focus (slam)

*Dark Speech appears in *Book of Vile Darkness* and is revised in *Fiendish Codex I: Hordes of the Abyss*. Vile Natural Attack and Violate Spell-Like Ability are found in *Book of Vile Darkness*. If you don't have either of those books, replace these feats with Power Attack, Improved Natural Attack, and Empower Spell-Like Ability (*insect plague*), respectively.

†New feat described on page 83

Skills Appraise +42 (+44 alchemical items), Bluff +50, Climb +55, Concentration +45, Craft (alchemy) +42, Diplomacy +54, Disguise +7 (+9 acting), Gather Information +40, Intimidate +42, Knowledge (arcana) +42, Knowledge (religion) +42, Knowledge (the planes) +42, Listen +41, Search +42, Sense Motive +51, Spellcraft +44, Spot +41, Survival +8 (+10 on other planes or follow tracks), Swim +47

Augmented Critical (Ex) Baalzebul's slam attack threatens a critical hit on a natural attack roll of 18–20, dealing triple damage on a successful critical hit.

Aura of Stench (Ex) At the end of each of Baalzebul's turns, creatures within 20 feet of him must succeed on DC 37 Fortitude saves or be sickened for 10 rounds. The save DC is Constitution-based.

A creature that successfully saves cannot be affected by Baalzebul's aura for 24 hours.

Cloud of Flies (Su) As a use of his disgorge insects ability, Baalzebul can surround himself with a cloud of flies. The flies remain until Baalzebul next uses his disgorge insects ability. As long as they swarm around him, he has concealment (20% miss chance). *Gust of wind* or similar spells disperse the cloud.

At the end of each of Baalzebul's turns, creatures within 20 feet of him must succeed on DC 37 Reflex saves or take 10d6 points of damage. A successful save halves the damage. The save DC is Constitution-based.

Disgorge Insects (Su) 60-ft. cone, once every 1d6 rounds, damage 20d6, Reflex DC 39 half.

Fear and Weakness Gaze (Su) As the *fear* and *ray of enfeeblement* spells; at will; DC 32; caster level 20th.

Fear and weakness gaze has a range of 50 feet. Those targeted by Baalzebul's gaze must succeed on two saving throws, one for *fear* and the other for *ray of enfeeblement*.

Regeneration (Ex) Good weapons, and spells and effects with the good descriptor, deal normal damage to Baalzebul. If Baalzebul loses a limb or body part, the lost portion regrows in 1d6 minutes. Baalzebul can reattach the severed member instantly by holding it to the stump.

Summon Baatezu (Sp) Two times per day, Baalzebul can automatically summon eight cornugons, four gelugons, or two pit fiends. This ability is the equivalent of a 9th-level spell (CL 20th).

Withering Touch (Su) As the *wither limb* spell*; at will; +42 melee touch; DC 32; caster level 20th.

This ability can be combined with Baalzebul's slam attack.

*This spell is found in *Spell Compendium*. If you don't have that book, replace it with *inflict critical wounds*.

Skills Baalzebul has a +10 inherent bonus on Bluff, Diplomacy, and Sense Motive checks. He also has a +8 racial bonus on Climb checks. He can take 10 on Climb checks, even if threatened or distracted.

Baalzebul, the Lord of Lies, rules the seventh level of Hell. The Fallen One, also called the Slug Archduke, fell from the Upper Planes when his arrogance and ambition led him astray. Ironically, it was these same flaws that led him to his current wretched state.

STRATEGIES AND TACTICS

Since Baalzebul cannot wield weapons or manipulate fine objects, he uses his special abilities when facing opponents. He typically opens a combat with disgorge insects, spewing a cone of biting flies. He then falls back to his spell-like abilities, casting *creeping doom* and a quickened *insect plague* to keep his opponents busy while he summons pit fiend allies to finish them.

LORE ABOUT BAALZEBUL

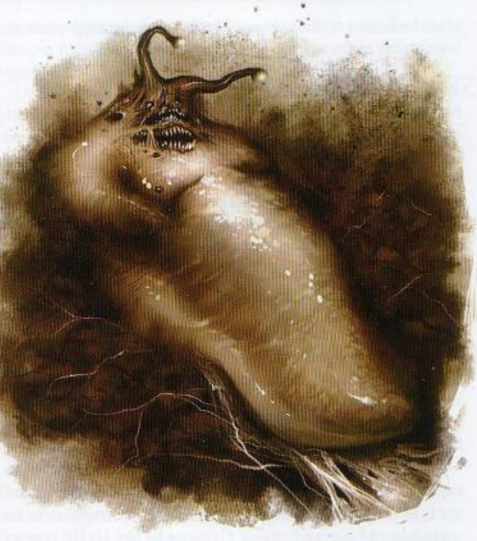
Characters with ranks in Knowledge (the planes) or Knowledge (religion) can research Baalzebul to learn more about him. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Religion)

DC	Result
20	Baalzebul is the patron of strength and guile. He is commonly worshiped by bugbears, though many human cults revere him as well.
25	Baalzebul is the Lord of the Seventh, Archduke of Maladomini.

Knowledge (the Planes)

DC	Result
33	This creature is the aspect of Baalzebul, Slug Archduke of Maladomini.
38	Baalzebul can spew a cloud of flesh-eating flies or breathe out a swarm to buzz around him, making him hard to hit or engage in melee combat. Wind can disperse the cloud.
43	Baalzebul's most dreadful attack is his touch. The merest brush wastes away flesh, leaching the blood, muscle, and sinew from the limb.



Baalzebul, Lord of Maladomini

Illus. by Daarken

SERVANTS, ENEMIES, AND GOALS

Baalzebul's greatest failing is ambition. Even with the power and prestige he attained, he was never satisfied. As the politics of the Nine Hells drew him deeper into plots and conspiracies, he found himself at greater and greater odds with Asmodeus until the two came into conflict during the Reckoning. Like others, Baalzebul suffered for opposing the Lord of the Ninth, and for his disloyalty, he was transformed into the hideous creature he is today.

Baalzebul still counts Belial as an ally, but he is uncertain of Fierna, whom he sees as a threat to their alliance thanks to her flowering relationship with the new Lord of the Sixth. The Slug Archduke blames everyone but himself for his predicament, especially Mephistopheles. However, Baalzebul reserves a special hatred for Asmodeus. His curse is more than just an obstacle; it is humiliating. Baalzebul will avenge himself and regain his true form. It is just a matter of time.

Baalzebul retains a sizable following on the Material Plane. Mortals seem helplessly drawn to his doctrine of lies, his charm, and the power he offers. The most numerous of his followers are bugbears, who personify Baalzebul's dualistic nature by being both strong and cunning.

MEPHISTOPHELES, LORD OF THE EIGHTH

This diabolical fiend has crimson skin, massive red leathery wings, curling horns, white eyes, and long, straight black hair. Swathed in a flowing black cape, he is the vision of evil.

ASPECT OF MEPHISTOPHELES CR 24

LE Large outsider (baatezu, evil, extraplanar, lawful)
Init +12; **Senses** see in darkness; Listen +35, Spot +38
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 47, touch 22, flat-footed 39
(–1 size, +8 Dex, +2 armor, +5 deflection, +23 natural)
hp 375 (30 HD); regeneration 8; **DR** 20/good and silver
Immune cold, fire, poison
Resist acid 10; **SR** 37
Fort +29, **Ref** +29, **Will** +31

Speed 40 ft. (8 squares), fly 100 ft. (average)
Melee *+5 flaming burst icy burst ranseur* +41/+36/+31/+26 (2d6+15/19–20/×3 plus 1d6 cold and 1d6 fire [plus 2d10 cold and 2d10 fire on a critical hit])
Space 10 ft.; **Reach** 10 ft. (20 ft. with ranseur)
Base Atk +30; **Grp** +41
Atk Options Violate Spell-Like Ability
Special Actions evoke hellfire, *summon baatezu*
Wizard Spells Prepared (CL 15th; 1d20+17 to overcome SR):
8th—*horrid wilting* (DC 26), *prismatic wall* (DC 26)
7th—*avasculate** (+37 ranged touch, DC 25), empowered *cone of cold* (DC 24), *forcecage*
6th—*chain lightning* (DC 25), violated *cone of cold* (DC 24), *disintegrate* (DC 24), empowered violated *lightning bolt* (DC 22)
5th—*cone of cold* (DC 25), violated *fire shield*, empowered *lightning bolt* (DC 22), *sending, wall of force*
4th—*arcane eye*, empowered violated *magic missile* (2), empowered *Melf's acid arrow* (+37 ranged touch), *force missiles**, *Otiluke's resilient sphere* (DC 23)
3rd—empowered *magic missile* (2), *haste* (2), *lightning bolt* (DC 22), *slow* (DC 21)
2nd—*bear's endurance, bull's strength, cat's grace, scorching ray* (ranged touch +37) (2), *web* (DC 20)
1st—*expeditious retreat, magic missile* (3), *shield, shocking grasp* (+36 melee touch)
0—*arcane mark, mage hand* (2), *prestidigitation*
*These spells are found in *Spell Compendium*. If you don't have that book, replace them with *finger of death* and another empowered violated *magic missile*, respectively.
Spell-Like Abilities (CL 20th):
At will—*charm monster (*DC 23), *fireball* (DC 22), *geas/quest, greater dispel magic, greater scrying, greater teleport, hellfire storm, major image* (DC 23), *suggestion* (DC 22), *true seeing, unholy blight* (DC 23), *wall of fire*
3/day—*meteor swarm* (DC 28)

Abilities Str 25, Dex 27, Con 26, Int 27, Wis 31, Cha 28
SA evoke hellfire, flames of hell, spell-like abilities, *summon baatezu*
Feats Craft Wondrous Item, Dark Speech*, Empower Spell, Improved Critical (ranseur), Improved Initiative, Negotiator, Scribe Scroll, Spell Focus (evocation), Spell Penetration, Violate Spell*, Violate Spell-Like Ability* (*fireball*)
*Dark Speech appears in *Book of Vile Darkness* and is revised in *Fiendish Codex I: Hordes of the Abyss*. Violate Spell and Violate Spell-Like Ability are found in *Book of Vile Darkness*. If you don't have either of those books, replace these feats with Greater Spell Penetration, Maximize Spell, and Quicken Spell-Like Ability (*fireball*), respectively.
Skills Appraise +8 (+10 alchemical items), Balance +24, Bluff +42, Concentration +31, Craft (alchemy) +28, Diplomacy +48, Disguise +19 (+21 acting), Forgery +41, Gather Information +29, Hide +37, Intimidate +44, Jump +44, Knowledge (arcana) +28, Knowledge (history) +28, Knowledge (the planes) +28, Listen +35, Move Silently +33, Search +28, Sense Motive +45, Spellcraft +35, Spot +38, Survival +10 (+12 on other planes or follow tracks), Tumble +38
Possessions combat gear plus *+5 flaming burst icy burst ranseur, ring of protection +5, bracers of armor +2, cloak of resistance +4*

Spellbook spells prepared plus all spells except enchantment and illusion

Evoke Hellfire (Su) Mephistopheles can create a burst of hellfire as an immediate action. Any creature within 5 feet must succeed on a DC 34 Reflex save or take 2d6 points of damage. A successful save results in half damage. The save DC is Charisma-based.

Flames of Hell (Su) Mephistopheles's body is swathed in dark flames. Any creature that strikes or touches Mephistopheles with its body, or that grapples Mephistopheles, automatically takes 2d6 points of damage. A creature takes damage from this ability only once per turn. Mephistopheles can suppress or resume his flames of hell ability as a free action.

Regeneration (Ex) Good weapons, and spells and effects with the good descriptor, deal normal damage to Mephistopheles. If Mephistopheles loses a limb or body part, the lost portion regrows in 1d6 minutes. Mephistopheles can reattach the severed member instantly by holding it to the stump.

Summon Baatezu (Sp) Two times per day, Mephistopheles can automatically summon five gelugons or two pit fiends. This ability is the equivalent of a 9th-level spell (CL 20th).

Mephistopheles is the Lord of the Eighth. Next to Asmodeus, he is the most politically powerful fiend in the Nine Hells.

STRATEGIES AND TACTICS

No one understands the dangers of Hell's politics more than Mephistopheles. Since enemies lurk in every shadow, he is never without a pair of fiendish bodyguards. Anyone bold enough to attack him deserves annihilation, so Mephistopheles holds nothing back. He sends his minions forward to engage the enemy while he calls in more reinforcements, typically a pair of pit fiends. He then unleashes a barrage of offensive spells and spell-like abilities. Should it seem he faces a serious threat, Mephistopheles *teleports* away, leaving his allies to fend for themselves.

LORE ABOUT MEPHISTOPHELES

Characters with ranks in Knowledge (the planes) or Knowledge (religion) can research Mephistopheles to learn more about him. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Religion)

DC	Result
20	Mephistopheles is the patron of fire and magic.
25	In truth, Mephistopheles is no god, but instead a powerful archdevil who rules Cania, the eighth layer of the Nine Hells.

Knowledge (the Planes)

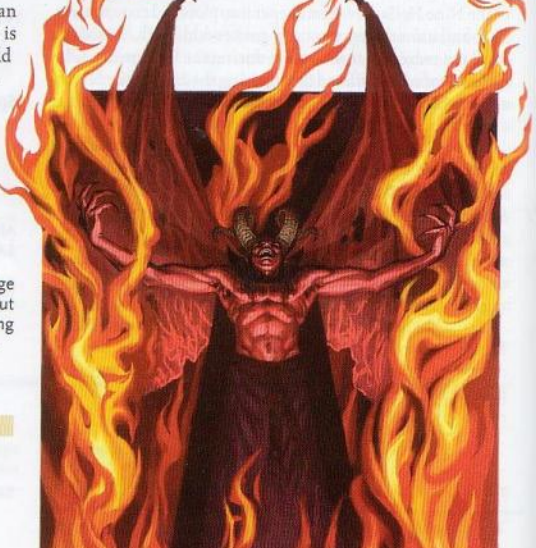
DC	Result
34	This creature is the aspect of Mephistopheles.
39	Mephistopheles is a master of hellfire. Hellfire is the unholy essence of the Nine Hells of Baator.
44	Mephistopheles is a powerful spellcaster. He employs evocation spells modified to violate his foes.

SERVANTS, ENEMIES, AND GOALS

Mephistopheles is something of a walking contradiction. Unstable and thoroughly wicked, he presents multiple faces to those he meets. On the one hand, he can be charming, erudite, and civil. But beneath the veneer of respectability is a vicious temper and unchecked ambition. He is patient and cunning, yet when alone, he flies into a fury, screaming and shrieking, tearing at his skin and destroying everything around him in a thunderous explosion of hellfire and devastating magic.

He has one goal, one reason for existence: He covets Asmodeus's throne. It is, in his mind, his destiny to rule the Nine Hells. So confident is he that he has told this to Asmodeus himself. One would think that such arrogance would be reason enough for the Lord of the Ninth to bring this archdevil to heel, but curiously, Asmodeus hasn't. It seems he's content to let Mephistopheles have his delusions.

Mephistopheles's naked ambition and haughtiness does not sit well with his peers. Some are drawn to his power, such as Dispater, but most despise him, seeing him as an unstable and unpredictable element in the Hells' convoluted politics. Among his enemies, Baalzebul is his greatest. The Lord of Lies has long opposed his every effort. So long as Baalzebul lives, Mephistopheles spends



Mephistopheles, Lord of Cania

Illus. by E. Deschamps

his time hatching plots to eliminate his ancient rival, leaving Asmodeus secure in his position as the Lord of the Nine Hells.

Despite his distractions, Mephistopheles still poses a grave threat. He commands legions of ice devils as well as the pit fiends, barbazu, and cornugons that have flocked to his banner. In addition, it falls to him to protect the only gate into Nessus, so he nominally commands the army whose sole duty it is to safeguard Asmodeus's realm. To make matters worse, he has mastered the essence of Hell, channeling it into a foul destructive energy called hellfire. With such tools at his disposal, it seems Mephistopheles will one day make good on his promise to rule in Asmodeus's stead.

Thankfully, Mephistopheles does not exert the same influence on the Material Plane. Many mortals confuse him and Asmodeus, believing they are one in the same. This frustrates Mephistopheles to no end; above all, he wants to be worshiped as a god. Still, he has a number of small cults that revere him as the god of hellfire. He also attracts disaffected devil-worshipers, stealing individuals from other archdevils.

His temples are strange places, hidden and out of the way. Decorated with fire pits, they are unbearably hot and the pits are rigged so that they flare up during ceremonies at the most dramatic moments. The cultists meet to perform sacrifices, binding their living victim on a blackened altar and immolating him alive. His screams add the chorus to their silent prayers.

ASMODEUS, LORD OF THE NINTH

This diabolical creature stands thirteen feet tall. He has lustrous dark skin and black hair. Handsome and dangerous, his red eyes shine with infernal power. A pair of small sharp horns crowns his head. He wears fine red and black robes studded with black diamonds and fiery rubies, and he carries a rod seemingly made of a single carved ruby that shines with the power of Hell.

ASPECT OF ASMODEUS CR 27

LE Large outsider (baatezu, evil, extraplanar, lawful)
Init +9; **Senses** see in darkness; Listen +46, Spot +46
Aura submission (20 ft., DC 36)
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft., tongues

AC 50, touch 19, flat-footed 45
(–1 size, +5 Dex, +6 armor, +5 deflection, +25 natural)
hp 432 (32 HD); regeneration 13; **DR** 20/epic and good
Immune fire, poison
Resist acid 10, cold 10; **SR** 40
Fort +27, **Ref** +23, **Will** +29

Speed 40 ft. (8 squares), fly 120 ft. (perfect)
Melee *Ruby Rod* +51/+46/+41/+36 (2d6+27 plus 3d8+15 negative energy [plus 2d6 against good-aligned creatures])
Space 10 ft.; **Reach** 10 ft.
Base Atk +32; **Grp** +50
Atk Options Combat Expertise, Combat Reflexes, Empower Spell-Like Ability (*hellfire storm*), Quicken Spell-Like Ability (*hellfire*), Violate Spell-Like Ability
Special Actions chill gaze, Dark Speech, fear and weakness gaze, *summon baatezu*
Cleric Spells Prepared (CL 20th; 1d20+22 to overcome SR):
9th—*energy drain* (DC 30), *gate*, *hellish horde**, *implosion* (DC 30), *imprisonment* (DC 30)^{D}, *soul bind* (DC 30)
8th—*demand* (DC 29)^{D}, *earthquake*, *fire storm* (DC 29) (2), *mass heal*, *shield of law* (DC 29)
7th—*destruction* (DC 28) (2), *dictum* (DC 28), *greater bestow curse** (DC 28), *greater scrying* (DC 28), *repulsion* (DC 28)^{D}, violated *harm* (+45 melee touch, DC 27)
6th—*blade barrier* (DC 27), *harm* (+45 melee touch, DC 27) (2), *heal*, *mass fox's cunning*^{D}, violated *flame strike* (DC 26), *word of recall*
5th—*break enchantment*, *dispel chaos* (+45 melee touch, DC 26), *dispel good* (+45 melee touch, DC 26), *flame strike* (DC 26) (2), *greater command* (DC 26), *slay living* (+45 melee touch, DC 26), *summon monster IV*^{D}
4th—*cure critical wounds*, *deeper darkness*^{D}, *dimensional anchor* (+36 ranged touch), *discern lies* (DC 25), *dismissal*, *restoration*, *sending*, *spell immunity*
3rd—*bestow curse* (DC 24), *cure serious wounds*, *deeper darkness* (2), *invisibility purge*, *protection from energy*, *remove curse*, *speak with dead* (DC 24), *summon monster III*^{D}
2nd—*aid*, *align weapon*, *calm emotions* (DC 23), *cure moderate wounds* (2), *desecrate*, *fox's cunning*^{D}, *lesser restoration*, *remove paralysis*
1st—*bane* (DC 22)^{D}, *command* (DC 22) (2), *cure light wounds* (2), *deathwatch*, *divine favor*, *entropic shield*, *shield of faith*
0—*cure minor wounds*, *guidance*, *mending*, *read magic*, *slash tongue** (2)
D: Domain spell. Domain: Baator.
**Hellish horde* and *greater bestow curse* are found in *Spell Compendium*, and *slash tongue* is found in *Book of Vile Darkness*. If you don't have either of those books, replace these feats with *gate*, *blasphemy*, and *resistance*, respectively.

LORE ABOUT ASMODEUS

Characters with ranks in Knowledge (the planes) or Knowledge (religion) can research Asmodeus to learn more about him. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Religion)

DC	Result
20	Asmodeus is the patron of might and oppression.
25	He is the overlord of the Nine Hells, Lord of the Ninth, and the mightiest devil of all.

Knowledge (the Planes)

DC	Result
37	This creature is the aspect of Asmodeus, overlord of the Nine Hells.
42	The aspect of Asmodeus relies on spells and spell-like abilities in combat, leaving his lackeys to fight in melee.
47	Asmodeus is surrounded by a potent aura that makes slaves of all who come within 20 feet of him.
52	Asmodeus has two powerful gaze attacks. One leaches heat from his foe's body, making his victim sluggish and weak. The other inspires fear and weakness, sapping strength and resolve. His gazes lose their potency beyond 60 feet.

Spell-Like Abilities (CL 20th):
- Always active—*detect chaos, detect good, detect magic, magic circle against good, true seeing*
- At will—*charm monster* (DC 24), *dominate monster* (DC 29), *geas/quest, greater dispel magic, greater teleport, hellfire, hellfire storm, major image* (DC 23), *project image* (DC 27), *resurrection, suggestion* (DC 23)
- 3/day—*mass charm monster* (DC 28), *meteor swarm* (DC 29), *power word kill, power word stun*

Abilities Str 38, Dex 21, Con 28, Int 28, Wis 32, Cha 30

SA aura of submission, chill gaze, fear and weakness gaze, spell-like abilities, *summon baatezu*

Feats Combat Expertise, Combat Reflexes, Craft Rod, Dark Speech*, Empower Spell-Like Ability (*hellfire storm*), Improved Feint, Improved Initiative, Quicken Spell-Like Ability (*hellfire*), Spell Penetration, Violate Spell*, Violate Spell-Like Ability* (*meteor swarm*)

*Dark Speech appears in *Book of Vile Darkness* and is revised in *Fiendish Codex I: Hordes of the Abyss*. Violate Spell and Violate Spell-Like Ability are found in *Book of Vile Darkness*. If you don't have either of those books, replace these feats with Disrupting Spell (page 83), Empower Spell, and Dilate Aura (page 83), respectively.

Skills Appraise +24 (+26 alchemical items), Bluff +45, Concentration +44, Craft (alchemy) +29, Diplomacy +49, Disguise +30 (+32 acting), Gather Information +45, Hide +36, Intimidate +47, Knowledge (arcana) +44, Knowledge (nature) +24, Knowledge (religion) +44, Knowledge (the planes) +44, Listen +46, Move Silently +40, Search +44, Sense Motive +46, Spellcraft +46, Spot +46, Survival +11 (+13 aboveground natural environments, on other planes, or to follow tracks)

Possessions *Ruby Rod of Asmodeus, ring of protection +5, bracers of armor +6*, black sapphire worth 20,000 gp

Aura of Submission (Su) At the end of each of Asmodeus's turns, creatures within 20 feet of him must succeed on DC 36 Will saves or submit to all of Asmodeus's commands for 1 day, doing whatever he asks as if every request of his was a *suggestion* spell against which the target cannot resist. This is a mind-affecting ability.

A creature that successfully saves cannot be affected by Asmodeus's aura ever again.

Chill Gaze (Su) As the *slow* spell; DC 36; caster level 20th.

Chill gaze has a range of 30 feet. On a failed saving throw, the target also takes a –2 penalty on all attack rolls, damage rolls, saving throws, ability checks, and skill checks for 1 hour.

Fear and Weakness Gaze (Su) As *fear* and *ray of enfeeblement* spells; DC 36; caster level 20th.

Fear and weakness gaze has a range of 60 feet. Those affected by Asmodeus's gaze must succeed on two saving throws, one for *fear* and the other for *ray of enfeeblement*.

Regeneration (Ex) Good weapons, and spells and effects with the good descriptor, deal normal damage to Asmodeus. If Asmodeus loses a limb or body part, the lost portion regrows in 1d6 minutes. Asmodeus can reattach the severed member instantly by holding it to the stump.

Ruby Rod The aspect of Asmodeus wields a lesser version of Asmodeus's own *Ruby Rod*. It acts as a *+6 unholy heavy*

RUBY ROD OF ASMODEUS (MAJOR ARTIFACT)

Not only is the *Ruby Rod of Asmodeus* a potent weapon, but it also allows its wielder access to incredible power. From its opaline tip, the wielder can unleash the destructive power of the Nine Hells, delivering streams of vitriol, crackling death, or the frigid winds of scorn. Even if a creature somehow survives these vicious attacks, it is often left helpless before the wielder's majesty. Rarely far from its master's hand, Asmodeus sometimes bestows his *ruby rod* onto a particularly worthy mortal to serve his ends. Whether the artifact he bestows is authentic or a facsimile, no one knows.

Lore: The *Ruby Rod* is the symbol of office for the ruler of Nessus. He who wields it rules Hell. (Knowledge [the planes] DC 20)

Crafted from a single ruby of incredible size, it was bathed in the blood of a thousand mortal sacrifices, quenched in Tiamat's acidic drool, and polished with the tears of 777 angels. (Knowledge [the planes] DC 30)

Description: This scepter is a 4-foot shaft carved from a solid ruby. Along its length are the names of good deities and celestials spelled in reverse and stained with black blood. The bottom is jagged, as if the item was snapped from a larger piece, while the top is a clawed fist clutching a skull.

The *Ruby Rod* glows with power, shedding a soft, malevolent crimson light. Just prior to releasing a blast of energy, it flares, sending rays of putrid light in all directions. Furthermore, its wielder's eyes match the color of the rod.

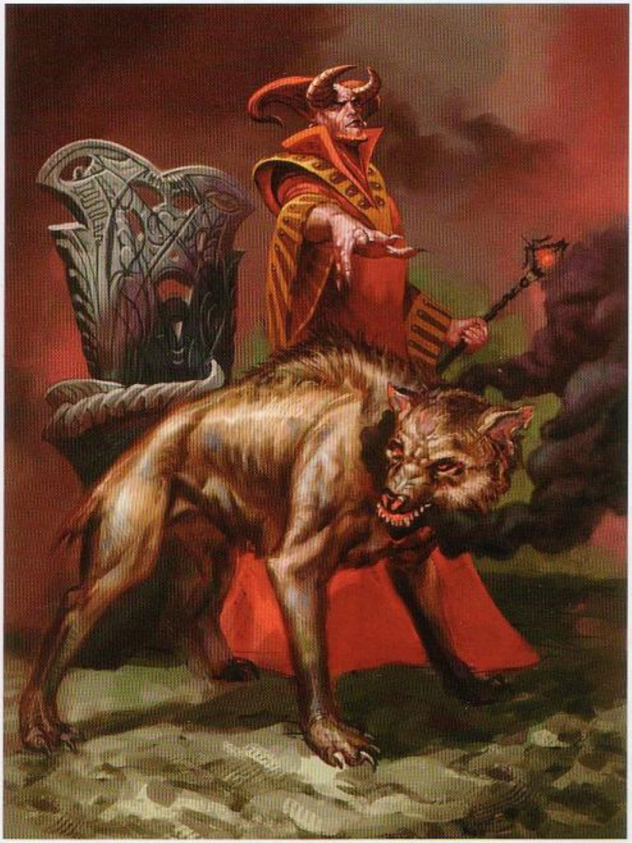
Activation: The *Ruby Rod* always functions as a weapon. As a standard action, a wielder can activate any of its other special abilities once per day. Asmodeus can use them at will, each as a swift action.

Effect: When wielded in combat, the *Ruby Rod of Asmodeus* acts as a *+6 unholy greatclub*. Whenever it strikes a target or is touched without Asmodeus's assent, it also delivers an *inflict critical wounds* effect (caster level 20th, DC 19 for half). In addition, the wielder can activate any of the following effects. The save DC for each effect is equal to 10 + 1/2 the wielder's HD + the wielder's Cha modifier.

- *Line of Lightning:* 150-ft. line, damage 20d6 electricity, Reflex half.
- *Line of Acid:* 150-ft. line, damage 20d6 acid, Reflex half.
- *Cone of Cold:* 75-ft. cone, damage 20d6 cold, Reflex half.
- *Aura of Might:* Anyone attempting to attack the wielder must first succeed on a Will save or instead bow down, becoming helpless for 1 round.
- *Reverie of Nessus:* Once per day, as an immediate action, the wielder can encase himself in a 5-foot-radius spherical *wall of force*. The area 50 feet around the sphere (but not within it) becomes an *antimagic field*. This effect lasts for 3 rounds. In the first round, the wielder is automatically purged of any unwanted enchantment spells or effects. In the second, the wielder is purged of any diseases, poisons, or physical maladies (including lost body parts). In the third round, the wielder is healed to full hit points and feels refreshed as though he had just rested a full day, regaining spells and spell-like abilities accordingly. This ability triggers automatically (without the wielder having to spend an immediate action) if the wielder ever fails a save against an unwanted enchantment spell or effect, such as *charm person* or *dominate monster*.

Aura/Caster Level: Overwhelming conjuration and evocation, overwhelming evil. CL 30th.

Weight: 5 lb.



Asmodeus, Lord of Nessus

mace that also produces an *inflict serious wounds* effect on whomever it touches. Caster level 20th.

Summon Baatezu (Sp) Three times per day, Asmodeus can automatically summon one pit fiend or two of any other kind of devil (including the aspects of other archdevils). This ability is the equivalent of a 9th-level spell (CL 20th).

Tongues (Su) As the *tongues* spell; always active; caster level 20th.

Asmodeus is the Lord of the Ninth, ruler of Nessus, and overlord of all the Nine Hells.

STRATEGIES AND TACTICS

Asmodeus rarely reveals himself to others; when he does, it is through a *project image* spell.

If by some chance his aspect is drawn into a fight, he is always prepared. He casts *shield of law*, *spell immunity*, and *protection from energy (sonic)* before the combat begins. If he has time, he also uses *summon baatezu* until he has a sizable force at his side. He summons a pit fiend first, then rounds out his force with aspects of other archdevils, cornugons, paeliryons, and anything else he might need to defeat his opponents.

Once the fighting commences, Asmodeus fights from the back. He alternates uses of his chill gaze with his fear and weakness gaze between uses of *implosion*, *destruction*, and *fire storm*. Even if enemies somehow manage to close on him, they must contend with his aura of submission and his terrible *Ruby Rod*. Should Asmodeus actually take any damage, he teleports away.

SERVANTS, ENEMIES, AND GOALS

Asmodeus is the undisputed master of the Nine Hells, commanding fear and respect from all those who occupy his realm. Even the gods who dwell in the Nine Hells give Asmodeus his proper due. Though the archdevils might work to usurp him, few have the courage to act in the open.

Asmodeus's machinations are long in the making, and they might take centuries, if not millennia, to see resolution. He works on a grand scale, carefully constructing insidious and inexplicable intrigues, maneuvering the forces of wickedness like chess pieces on a board that encompasses all the planes.

His core concerns are simple. First, he wants the power structure currently in place to remain exactly as it stands now, with him in charge. He has spies on every layer, plants in every court. No fiend knows for sure which of its minions actually serve Asmodeus, so the climate is one of justified paranoia.

Asmodeus also expands evil. He directly opposes celestials and good-aligned deities. His minions combat the agents of the Upper Planes, murdering them whenever and wherever they can.

Finally, Asmodeus wages war against the demons. He sees the untold legions as a direct threat to his supremacy. Until he can wipe them out, he will never achieve that which he most desperately covets: godhood.

Asmodeus is aware of every plot hatched against him. Older than the oldest archdevil, he has watched the rise and fall of other archdevils far craftier than any of Asmodeus's contemporaries. He keeps to himself, letting his minions stew in fear of what he will do next. Of course, few have forgotten that Asmodeus emerged unscathed in the Reckoning, proving to all that he is their better.

On the Material Plane, Asmodeus has more cultists than all the other archdevils combined. Mortals who worship devils actually draw power from Asmodeus. He influences all levels of society and has followers of nearly every race, even within the strongest bastions for good. His path is the way to great and unattainable power, so his clerics are mighty men and women with influence and personal magnetism that makes them natural leaders among their kind.

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Appendix

The lists in this appendix include all the devils described in official DUNGEON & DRAGONS products up through the publication of this book. Sources include the following titles:

Book of Vile Darkness (BoVD)
Champions of Ruin (CoR)
Epic Level Handbook (ELH)
Fiend Folio (FF)
Fiendish Codex II (FC2)
Monster Manual (MM)
Monster Manual II (MM2)
Monster Manual III (MM3)
Stormwrack (SW)
Tome of Magic (ToM)

Devil	Category	Source
Abishai, black	Lesser	FC2
Abishai, blue	Lesser	FC2
Abishai, green	Lesser	FC2
Abishai, red	Lesser	FC2
Abishai, white	Lesser	FC2
Amnizu	Greater	FC2
Assassin devil	Lesser	FC2
Aspect of Asmodeus	Aspect	FC2
Aspect of Baalzebul	Aspect	FC2
Aspect of Bel	Aspect	FC2
Aspect of Belial	Aspect	FC2
Aspect of Dispater	Aspect	FC2
Aspect of Fierna	Aspect	FC2
Aspect of Glasya	Aspect	FC2
Aspect of Levistus	Aspect	FC2
Aspect of Mammon	Aspect	FC2
Aspect of Mephistopheles	Aspect	FC2
Ayperobos swarm	—	FC2
Barbed devil	Lesser	MM
Bearded devil	Lesser	MM
Bloodbag imp	—	FF
Bone devil	Greater	MM
Canomorph	—	FF
Chain devil	Lesser	MM
Erinyes	Greater	MM
Euphoric imp	—	FF
Filth imp	—	FF
Gathra	—	FF
Ghagatula	Lesser	BoVD
Harvester devil	Lesser	FC2
Hellcat	—	MM
Hellfire engine	—	FC2
Hellfire golem	—	FF
Hellfire wyrm	—	MM2
Horned devil	Greater	MM
Ice devil	Greater	MM
Imp	—	MM
Infernal	—	ELH
Infernal conflagration ooze	—	MM3
Kalabon	—	FC2
Legion devil	Least	FC2
Lemure	Least	MM
Logokron	Greater	ToM
Maelephant	—	FF
Malebranche	Lesser	FC2
Malkizid	Greater	CoR
Marrash	Lesser	MM2
Narzugon	Lesser	FC2
Nupperibo	Least	FC2
Orthon	Lesser	FC2
Paeliryon	Greater	FC2
Pain devil	Lesser	FC2
Pit fiend	Greater	MM
Pleasure devil	Greater	FC2
Rejkar	—	MM3
Scyllan	Lesser	SW
Spined devil	Lesser	FC2
Steel devil	Lesser	FC2
Xerfilstyx	Lesser	FC2

DEVILS BY CR

Following is a list, in ascending order, of the Challenge Ratings for all devils. The CRs indicated for devils listed here are official changes to more accurately reflect the challenge they provide in high-level play.

CR 1: Lemure
CR 2: Filth imp, imp, kalabon, nupperibo
CR 3: Bloodbag imp, euphoric imp, legion devil
CR 4: Spined devil, white abishai
CR 5: Bearded devil, black abishai, canomorph, marrash, narzugon, rejkar
CR 6: Chain devil, steel devil
CR 7: Amnizu, harvester devil, hellcat, pain devil
CR 8: Erinyes, red abishai, orthon
CR 9: Bone devil, orthon
CR 10: Gathra, narzugon
CR 11: Assassin devil, barbed devil, pleasure devil
CR 12: Ayperobos swarm, malebranche
CR 13: Ice devil, infernal conflagration ooze, scyllan
CR 14: Logokron, malebranche
CR 15: Xerfilstyx
CR 16: Ghargatula, horned devil
CR 17: Hellfire golem
CR 18: Paeliryon
CR 19: Aspect of Fierna, hellfire engine
CR 20: Aspect of Bel, pit fiend
CR 21: Aspect of Belial, aspect of Dispater, aspect of Levistus, aspect of Mammon
CR 22: Aspect of Glasya
CR 23: Aspect of Baalzebul
CR 24: Aspect of Mephistopheles
CR 26: Hellfire wyrm, infernal
CR 27: Aspect of Asmodeus, malkizid
CR +2: Nupperibo

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FIENDISH ASPECTS II

A Web Enhancement for *Fiendish Codex II: Tyrants of the Nine Hells*

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INTRODUCTION

Fiendish Codex II: Tyrants of the Nine Hells is packed to the brim with information about the Nine Hells, devils, archdevils, harvesting souls, playing devils, and more. If you like using devils in your campaigns, you should get this book to help you flesh them out. It also includes updated versions of devils that saw publication in *Book of Vile Darkness* and the different *Monster Manual* tomes. At the end of the book you'll find aspects of the archdukes, the rulers of the layers of the Nine Hells. The aspects of the Lords of the Nine presented there are suitable for high-level campaigns. However, you might want your lower level player characters (PCs) to encounter appropriately challenging aspects of the Lords of the Nine. This web enhancement presents these mid-level aspects, along with a revised aspect of Tiamat (originally from *Miniatures Handbook*) and aspects of the kobold deity Kurtulmak and the sahuagin deity Sekolah.

As with the demonic aspects in *Fiendish Aspects I*, you can create different "versions" of the aspects than those presented here. Each archduke is complex and has many powers. If you want a version along different lines, just swap out the special abilities for the ones you want, using the high-level aspects presented in *Fiendish Codex II: Tyrants of the Nine Hells* as your template.

Since the Nine Hells are very orderly, the aspects are presented in order of planar home from first to ninth.

BAATEZU SUBTYPE

Many devils, including all of the archdevils, belong to the race of evil outsiders known as the baatezu.

Traits: A baatezu possesses the following traits (unless otherwise noted in a creature's entry).
—Immunity to fire and poison.
—Resistance to acid 10 and cold 10.
—**See in Darkness (Su):** All baatezu can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.
—**Summon (Sp):** Baatezu share the ability to summon others of their kind (the success chance and type of baatezu summoned are noted in each monster description).
—Telepathy.

ASPECT OF BEL

Crimson scales cover the fiend from head to toe, and its face twists into a picture of devilish bestiality. Great wings spread from its back, also crimson-colored. Hatred and calculated cruelty have left their marks on this fiend's features.

Aspect of Bel **CR 9**

LE Large outsider (lawful, evil, extraplanar, baatezu)

Init +6; **Senses** see in darkness; Listen +17, Spot +17

Languages Abyssal, Infernal, Common; telepathy 100 ft.

AC 25, touch 13, flat-footed 23 (–1 size, +2 Dex, +2 deflection, +12 natural)

hp 104 (11 HD); **DR** 10/good

Immune fire, poison

Resist acid 10, cold 10; **SR** 18

Fort +12, **Ref** +9, **Will** +10

Speed 30 ft. (6 squares), fly 50 ft. (average)

Melee *+1 greatsword* +16/+11/+6 (3d6+7/19–20 plus 1d6 fire) and tail +9 (1d8+2)

Space 10 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +19

Atk Options Cleave, Power Attack, constrict 1d8+6, improved grab

Special Actions *summon baatezu*

Abilities Str 18, Dex 14, Con 20, Int 15, Wis 16, Cha 17

Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (greatsword)

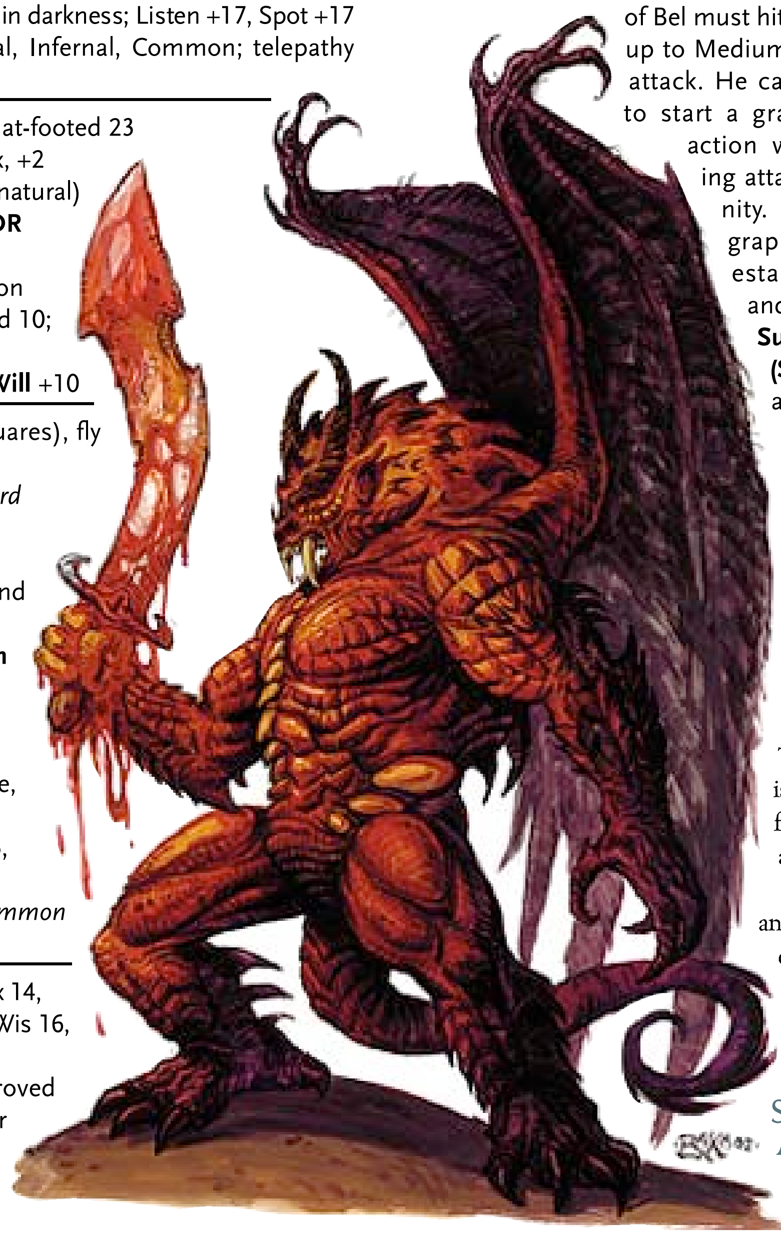
Skills Bluff +17, Diplomacy +23, Disguise +3 (+5 acting), Hide +11, Intimidate +19, Knowledge (nobility) +12, Knowledge (the planes) +12, Listen +17, Move Silently +15, Search +12, Sense Motive +17, Spot +17, Survival +3 (+5 on other planes or following tracks, +7 following tracks on other planes)

Possessions *+1 flaming greatsword, ring of protection +2, cloak of Charisma +2*

Constrict (Ex) The aspect of Bel deals 1d8+6 points of damage with a successful grapple check, in addition to damage from his tail attack.

Improved Grab (Ex) To use this ability, the aspect of Bel must hit an opponent of up to Medium size with a tail attack. He can then attempt to start a grapple as a free action without provoking attacks of opportunity. If he wins the grapple check, he establishes a hold and can constrict.

Summon Baatezu (Sp) Once per day an aspect of Bel can summon a bearded devil or a black abishai with a 50% chance of success. This is the equivalent of a 5th-level spell (CL 11th).



This aspect of Bel is a mid-level manifestation of the archdevil of the same name. Bel, and a stronger aspect of him, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells.*

STRATEGIES AND TACTICS

This aspect of Bel is more suited to melee than to anything else, and it prefers melee more than the more powerful version. It attempts to summon a bearded devil initially, and then it wades into combat. It makes the best use of its Power

Attack feat that it can, trying to strike a balance between more Power Attack damage and having its 3rd iterative attack hit. Because grappling and constricting are less favorable than striking with its *+1 flaming greatsword*, the aspect grapples and constricts enemy spellcasters only, hoping to prevent them from casting while it strikes at other foes.

SAMPLE ENCOUNTERS

Aspects of Bel are comfortable leading troops of diabolic minions, and usually they are not encountered alone.

EL 9: An aspect of Bel has been dispatched to a cult meeting to rally the cultists against a cult of Orcus. The aspect may be an ally of the PCs at first, but eventually they may have to dispatch it.

EL 12: An aspect of Bel accompanied by two red abishai and three black abishai are meeting with a cult of Tiamat. Bel and Tiamat have an alliance of sorts in the Nine Hells, and this meeting should bring together the cult with other diabolic allies. Such a meeting must be prevented.

ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Bel creates them fully formed when he needs them, so they don't have an ecology.

Environment: Aspects of Bel live on the barren and sometimes crowded first layer of the Nine Hells, where their master rules. They can be found on other layers as emissaries or subversive agents, since Bel plays a great many games and uses a lot of pawns.

Typical Physical Characteristics: This aspect of Bel is the same size and appearance as Bel, with great batlike wings and crimson scales covering his body.

ASPECT OF BEL LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Bel. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
21	This is an aspect of Bel, the lord of Avernus. This reveals all outsider and baatezu traits.
26	This aspect of Bel specializes in tail constriction attacks, and it decimates foes with its flaming greatsword.

SOCIETY

Aspects of Bel suffer from Bel's reputation for treachery and double-dealing, so few devils trust one. Though these aspects are not designed for diplomacy and subterfuge, they mingle in diabolical society easily enough, and could be found in almost any court in the Nine Hells.

Alignment: Aspects of Bel are always lawful evil.

TYPICAL TREASURE

An aspect of Bel carries a flaming greatsword at all times, and it usually wears or carries other personal magic items. An aspect of Bel may have the treasure of downed foes, or something to offer a potential ally, but this is not always true.

ASPECTS OF BEL IN EBERRON

Devils in the *EBERRON Campaign Setting* live on Shavarath, the Plane of Battle, and endlessly oppose the hordes of demons that live on that plane too. One rarely finds an aspect of Bel on Eberron proper, but this is not unheard of. Some cults of Bel, scattered though they are and usually populated by monstrous races, sometimes enjoy the favor of the presence of an aspect of Bel.

ASPECTS OF BEL IN FAERÛN

On Faerûn, aspects of Bel appear wherever the forces of demonic cults gain power and prominence. Bel himself constantly battles the forces of the Abyss, and does so on the Material Plane as well as on the fiendish planes. Aspects of Bel oppose demonic cults, though with the same cruel and wicked means that the demons use to accomplish their objectives. Generally, the aspects of Bel are as little appreciated as the demons.

ASPECT OF TIAMAT

The five colored heads of this thick-bodied dragon glare at you from different angles. Each head resembles the head of one color of evil dragon: red, white, black, green, and blue. Its large body is striped in the matching colors that merge together into a brownish-black color.

ASPECT OF TIAMAT CR 13

LE Huge dragon (lawful, evil, extraplanar, water, earth, air, fire, cold)

Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Listen +20, Spot +20

Languages Abyssal, Celestial, Common, Draconic, Infernal

AC 31, touch 8, flat-footed 31 (–2 size, +23 natural)

hp 175 (14 HD)

Immune cold, fire, magic sleep effects, paralysis

Fort +15, **Ref** +11, **Will** +12

Speed 30 ft. (6 squares), fly 100 ft. (clumsy), swim 20 ft., burrow 20 ft.

Melee 5 bites +19 (2d6+7)

Space 15 ft.; **Reach** 15 ft.

Base Atk +14; **Grp** +29

Atk Options Power Attack

Special Actions breath weapon

Abilities Str 24, Dex 11, Con 22, Int 19, Wis 16, Cha 18

Feats Hover, Improved Initiative, Lightning Reflexes, Power Attack, Wingover

Skills Bluff +16, Climb +15, Diplomacy +20, Disguise +4 (+6 acting), Escape Artist +17, Intimidate +18, Knowledge (nature) +16, Knowledge (the planes) +16, Listen +20, Search +21, Sense Motive +17, Spellcraft +15 (+17 deciphering scrolls), Spot +20, Survival +3 (+5 on other planes or following tracks or in aboveground natural environments, +7 following tracks on other planes or in aboveground natural environments), Use Magic Device +21 (+23 scrolls)

Breath Weapon (Su) An aspect of Tiamat can breathe from each of its five heads, but can breathe from only one head per round. Each breath weapon does 10d6 points of damage, and the type depends on the head: acid for the black and green heads, fire for the red head, cold for the white head, and electricity for the blue head. The aspect must wait 1d4+1 rounds (always at least 1 round) before breathing again from any head once it has used its breath weapon. The Reflex save DC is 22 against all breath weapons. It can make bite attacks with heads that are not breathing in the same round that it uses a breath weapon.

This aspect of Tiamat is a mid-level manifestation of the queen of evil dragons. Tiamat is detailed in *Draconomicon*.

STRATEGIES AND TACTICS

Because the aspect of Tiamat has more restricted use of its breath weapons than its mistress does, its combat tactics mirror those of true dragons. However, a hydra-like flair is mixed in, because each head can bite every round. Thus, the aspect does flyby breath attacks, or it uses all bite attacks on a single foe. If it knows it must fight, the aspect burrows underground to erupt with surprise amidst its foes.

SAMPLE ENCOUNTERS

Aspects of Tiamat love allies, especially dragons, but are most used to working with spawn of Tiamat.

EL 13: An aspect of Tiamat has been affected by a mental disease and is randomly attacking a nearby town. The townspeople fear they have angered the goddess of evil dragons and seek to placate her rather than slay the aspect.

EL 17: An aspect of Tiamat leads a small army composed of itself, three bluespawn godslayers, a young adult red dragon, and an adult green dragon. This force is attacking the home of an enemy of Tiamat's on the Material Plane, and it will succeed in killing the occupants if the PCs don't intervene.

ECOLOGY

Aspects of Tiamat eat and sleep. Tiamat creates them fully formed when she needs them, so they don't have an ecology.

Environment: Tiamat has her home on Avernus, the first layer of the Nine Hells. Aspects of Tiamat are comfortably at home in this bleak place, though they can also be quite at home in a swamp, or a desert, or even in snowy mountains.

Typical Physical Characteristics: This aspect of Tiamat is a smaller version of the goddess of evil dragons. It has five heads, one the color of each kind of chromatic dragon. Its body is larger than a dragon of its size, but it cannot use its claws or attack with its tail.

ASPECT OF TIAMAT LORE

Characters with ranks in Knowledge (nature) can learn more about the aspect of Tiamat. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
24	This is an aspect of Tiamat, the queen of evil dragons. This reveals all dragon traits.
29	Each head of an aspect of Tiamat has the same breath weapon as a chromatic dragon of the same color. The aspect cannot use all of them at once, however.
34	The aspect of Tiamat has the same immunities as the dragon types that its heads represent.

SOCIETY

Aspects of Tiamat can be found with other chromatic dragon types, with abishai allies, or with spawn of Tiamat minions. They rarely spend time in the company of other types of devils, and Tiamat never sends an aspect to the court of any archdevil.

Alignment: Aspects of Tiamat are always lawful evil.

TYPICAL TREASURE

Aspects of Tiamat travel lightly, and therefore they don't hoard treasure like true dragons do. The aspects must be ready to serve their mistress at a moment's notice. They sometimes have allies with magic items or wealth.

ASPECTS OF TIAMAT IN EBERRON

Aspects of Tiamat rarely leave the continent of Argonessen, but sometimes one operates on mysterious Xen'drik. When encountered, an aspect of Tiamat always has a mission.

ASPECTS OF TIAMAT IN FAERÛN

Strangely enough, on Faerûn Tiamat is worshiped by humans as well as dragons. Members of the Cult of the Dragon hold her in reverence, as do some fringe cults. Tiamat sends aspects to her cultists when they request such a visit, and the aspect could be bringing a message or be commanded to take charge of the cult activities.

ASPECT OF KURTULMAK

This large reptilian humanoidlike creature wields a long spear but eschews armor. Its alligator-shaped head holds eyes that glow with a bright orange light, and its long tail whips back and forth showing its anger. The tail sports a wicked stinger.

Aspect of Kurtulmak CR 11

LE Large outsider (lawful, evil, extraplanar, dragonblood)

Init +3; **Senses** darkvision 60 ft.; Listen +12, Spot +12

Languages Celestial, Common, Draconic, Infernal

AC 27, touch 12, flat-footed 24 (–1 size, +3 Dex, +15 natural)

hp 114 (12 HD); **DR** 10/chaotic

SR 21

Fort +13, **Ref** +11, **Will** +12

Speed 40 ft. (8 squares)

Melee +2 longspear +17/+12/+7 (2d6+8) and tail stinger +10 (1d8+2)

Space 10 ft.; **Reach** 10 ft. (15 ft. with longspear)

Base Atk +12 **Grp** +20

Atk Options poison (injury, Fort save DC 21, 1d6 Con/1d6 Con)

Sorcerer Spells Known (cast 6/8/8/8/7/6/4 per day, CL 12th)

6th—*disintegrate* (DC 23)

5th—*lesser dragon ally**, *summon monster V*

4th—*greater invisibility, polymorph, summon monster IV*

3rd—*dispel magic, fireball* (DC 20), *hailstones** (+14 ranged touch), *lightning bolt* (DC 20)

2nd—*alter self, false life, Melf's acid arrow* (+14 ranged touch), *resist energy, scorching ray* (+14 ranged touch)

1st—*ebon eyes**, *magic missile, ray of clumsiness* (+14 ranged touch), *ray of enfeeblement* (+14 ranged touch), *shield*

0—*acid splash* (+14 ranged touch), *arcane mark, dancing lights, daze, detect magic, ghost sound, mage hand, ray of frost* (+14 ranged touch), *read magic*

*Spells are from *Spell Compendium*

Abilities Str 19, Dex 17, Con 21, Int 16, Wis 15, Cha 24

Feats Combat Casting, Empower Spell, Extend Spell, Iron Will, Still Spell

Skills Bluff +13, Concentration +20 (+24 casting in threatened areas), Decipher Script +13, Diplomacy +26, Disguise +7 (+9 acting), Escape Artist +18, Intimidate +9, Knowledge (arcana) +17, Knowledge (religion) +13, Knowledge (the planes) +18, Listen +12, Sense Motive +17, Spellcraft +20 (+22 deciphering scrolls), Spot +12, Survival +2 (+4 on other planes), Use Magic Device +22 (+26 scrolls)

Possessions *+2 longspear, cloak of Charisma +4, metamagic rod of extend spell*

The aspect of Kurtulmak is a mid-level manifestation of the god of the kobolds. Kurtulmak is presented in *Races of the Dragon*.

STRATEGIES AND TACTICS

Aspects of Kurtulmak prefer to use sorcery than fight in melee, but they are comfortable in both roles. The aspect tries first to summon some help using *summon monster* spells, and then begins using destructive magic on its foes. When it runs out of spell options, or is pressed, it brandishes its spear and does as much damage as possible. Kurtulmak sees the aspects as disposable, so they never flee a battle when they are on a mission because the god would finish them off himself.

SAMPLE ENCOUNTERS

Aspects of Kurtulmak embody the kobold idea of strength in numbers, and therefore they like to work in groups. The larger the group, the better.

EL 13: An aspect of Kurtulmak and two kobold bodyguards, a 7th-level fighter mummy, and an 8th-level cleric ghoul, emerge from a lost kobold temple and begin attacking the human archaeologists that found the site.

EL 15: An aspect of Kurtulmak, in company with an aspect of Tiamat (see above) and four red abishai, inspire a kobold community to militaristic activities against neighboring humanoids. The destabilization in the region threatens human communities, and the group behind it all must be eliminated to restore the balance.

ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Kurtulmak creates them fully formed when he needs them, so they don't have an ecology.

Environment: Kurtulmak's domain is on the first layer of the Nine Hells, and so the aspects are used to that barren and harsh environment. They prefer swampy locales, though.

Typical Physical Characteristics: An aspect of Kurtulmak looks like an 11-foot-tall kobold.

ASPECT OF KURTULMAK LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Kurtulmak. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
22	This is an aspect of Kurtulmak, the diabolical god of the kobolds. This reveals all outsider traits.
27	This creature is a spellcaster of considerable power.

SOCIETY

As one of the gods living in the Nine Hells, Kurtulmak has his own domain, a swampy paradise amidst a barren volcanic nightmarish land. The devils don't consort with Kurtulmak in general, though occasionally one visits with him for some purpose. Kurtulmak does not get involved in the politics of Hell; other than a dialogue with Tiamat he rarely speaks to any creatures outside his own domain. His aspects, therefore, are not seen in the Nine Hells outside of Kurtulmak's own domain. They are more often seen on Material Plane worlds advancing the cause of the god of the kobolds.

Alignment: Aspects of Kurtulmak are always lawful evil.

TYPICAL TREASURE

Aspects of Kurtulmak always are armed with magic spears and items that enhance their sorcerous powers. These items can include metamagic rods, ability-enhancing items, and rods and staffs. They rarely have wealth on them that is not in a useful form.

ASPECTS OF KURTULMAK IN EBERRON

Aspects of Kurtulmak could appear anywhere in Khorvaire, but most beings encounter them in Darguun among the kobold populations. When found elsewhere, expect that kobolds have moved into the area.

ASPECTS OF KURTULMAK IN FAERÛN

Aspects of Kurtulmak rarely appear in Faerûn, since Kurtulmak works mainly through priests.

ASPECT OF DISPATER

The dark-skinned humanoid before you carries himself as regally as the clothing that he wears. The small horns in his head and the glowing eyes betray his fiendish origin, and his disdainful expression shows that he thinks himself far superior to anyone around him. He carries a long macelike rod like a scepter of rulership.

ASPECT OF DISPATER **CR 10**

LE Medium outsider (lawful, evil, extraplanar, baatezu)

Init +6; **Senses** see in darkness; Listen +18, Spot +18

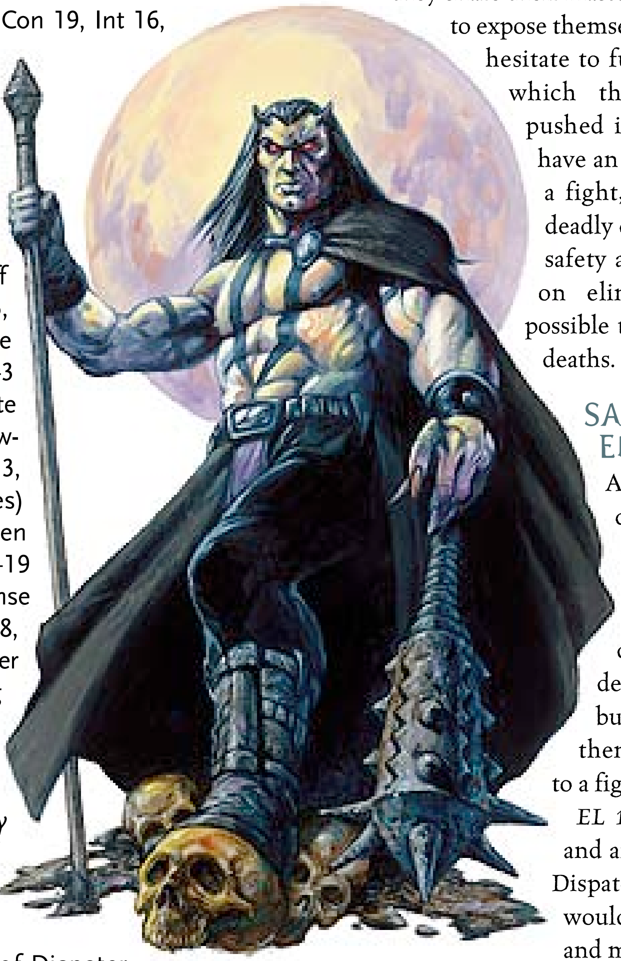
Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

AC 28, touch 12, flat-footed 26
(+2 Dex, +12 natural, +4 shield)

hp 110 (13 HD); **DR** 10/good
Immune fire, poison
Resist acid 10, cold 10; **SR** 20
Fort +16, **Ref** +16, **Will** +14

Speed 40 ft. (8 squares)
Melee *lesser Dispater's rod* +20/+15/+10 (1d8+6)
Base Atk +13; **Grp** +17
Atk Options Power Critical (heavy mace)
Special Actions *summon baatezu*
Combat Gear *potion of barkskin +4*

Abilities Str 18, Dex 14, Con 19, Int 16, Wis 14, Cha 16
Feats Improved Initiative, Lightning Reflexes, Negotiator, Power Critical (heavy mace), Weapon Focus (heavy mace)
Skills Appraise +16, Bluff +19, Concentration +15, Diplomacy +20, Disable Device +16, Disguise +3 (+5 acting), Intimidate +18, Jump +8, Knowledge (architecture) +13, Knowledge (the planes) +13, Listen +18, Open Lock +15, Search +19 (+21 secret doors), Sense Motive +18, Spot +18, Survival +2 (+4 on other planes or following tracks)
Possessions combat gear plus *lesser Dispater's rod*, *+2 heavy steel shield*, *cloak of resistance +4*, *boots of striding and springing*



Rust (Ex) If an aspect of Dispater succeeds on a touch attack, his touch causes the target metal to corrode, falling to pieces and becoming useless immediately. His touch can destroy a 5-foot cube of metal or any armor or weapon up to Large size instantly. Magic armor, weapons, and other magic items made of metal must succeed on a DC 20 Reflex save or be dissolved. The save DC is Constitution-based.
Summon Baatezu (Sp) Once per day an aspect of Dispater can summon a bearded devil or two bone devils with a 50% chance of success. This is the equivalent of a 5th-level spell (CL 13th).

This aspect of Dispater is a mid-level manifestation of the archdevil of the same name. Dispater, and a stronger aspect of him, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells*.

STRATEGIES AND TACTICS

Aspects of Dispater are made for combat. However, they share their master's paranoia and don't like to expose themselves in combat. Thus, they hesitate to fulfill the real mission for which they are created. When pushed into combat, they usually have an escape or two planned. In a fight, they focus on the most deadly enemy, knowing that their safety and survival is dependent on eliminating as quickly as possible those who can cause their deaths.

SAMPLE ENCOUNTERS

Aspects of Dispater are comfortable in command of a group of devils. They rarely command mortals, preferring to leave that disgusting duty to lesser devils. They can fight alone, but their paranoia prevents them from really committing to a fight.

EL 11: An aspect of Dispater and an erinyes carry a gift from Dispater to a loyal cult. The gift would bring suffering to many and must be apprehended.

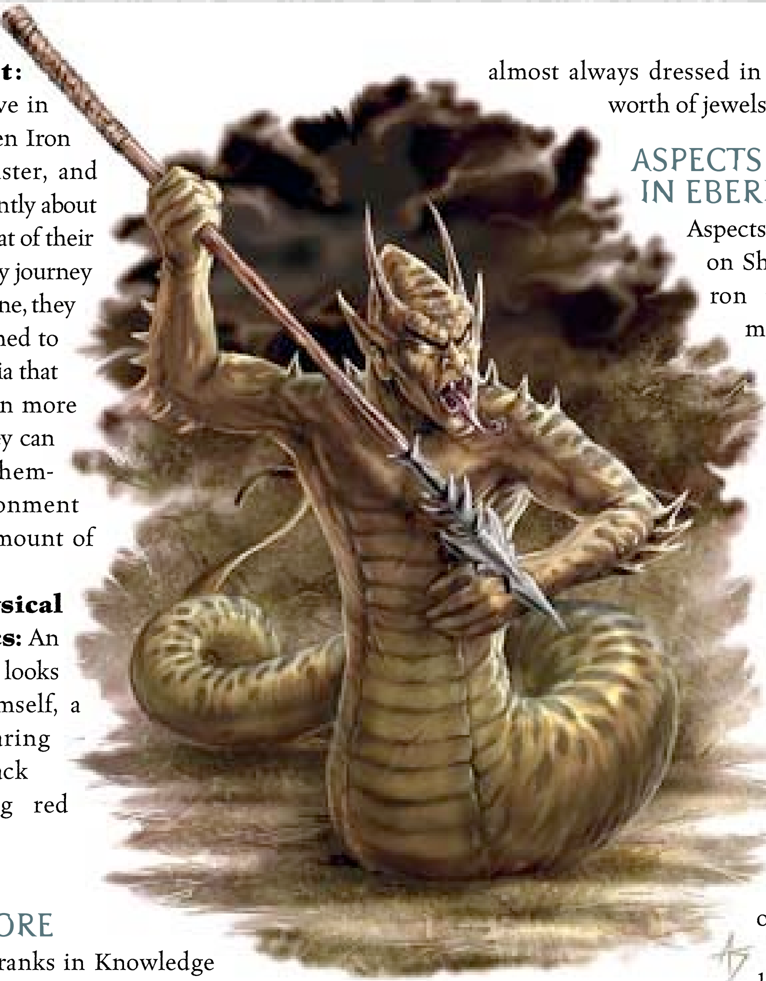
EL 12: An aspect of Dispater and three harvester devils (see *Fiendish Codex II: Tyrants of the Nine Hells*) enter a city looking for mortals to bring to a state of anagnorisis (which means killing them). The harvesters are along to corrupt the mortals in the first place, if need be. This group can be found in any backalley or slum of the city.

ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Dispater creates them fully formed when he needs them, so they don't have an ecology.

Environment: Aspects of Dis live in the paranoia-driven Iron City of their master, and they worry constantly about their safety and that of their master. When they journey to the Material Plane, they are so unaccustomed to the lack of paranoia that they become even more paranoid until they can create around themselves an environment with the right amount of distrust.

Typical Physical Characteristics: An aspect of Dispater looks like Dispater himself, a humanoid-appearing creature with black skin and glowing red eyes.



ASPECT OF DISPATER LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Bel. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
23	This is an aspect of Dispater, the Lord of Dis. This reveals all outsider and baatezu traits.
28	Aspects of Dispater can rust metal with but a touch.

SOCIETY

Even with their paranoia, aspects of Dispater handle society very well—better than their master, certainly. Thus, they can be found in any city environment. The people around an aspect of Dispater are more paranoid and fearful than usual for their race. Aspects of Dispater are comfortable in command of small groups of devils, and that is where they spend their time.

Alignment: Aspects of Dispater are always - lawful evil.

TYPICAL TREASURE

Each aspect of Dispater carries a version of the Dispater's rod. This weapon acts as a +2 *heavy mace*. Aspects are almost always dressed in a few thousand gold worth of jewels and clothing.

ASPECTS OF DISPATER IN EBERRON

Aspects of Dispater are found on Shavarath, not on Eberron proper. There, they maintain defensive positions against demons and other devils alike. They usually have a fortress, or at least a large permanent camp.

ASPECTS OF DISPATER IN FAERÛN

In Faerûn, aspects of Dispater spend their time finding souls that have been corrupted but can be brought to anagnorisis at the moment of their deaths. These souls are highly prized by Dispater. Thus, you find them in any civilized area, and not usually associated with a cult of Dispater.

ASPECT OF MAMMON

This large fiend has the lower body of a brown snake and the upper body of a muscular humanoid. The creature's head is humanoid but with a pointed skull, and his white eyes narrow menacingly. The creature is yellow-brown and brown, and spiny bone spurs jut through his skin all along his arms and across his shoulders.

ASPECT OF MAMMON CR 10

LE Large outsider (lawful, evil, extraplanar, baatezu)

Init +5; **Senses** see in darkness; Listen +15, Spot +16

Languages Abyssal, Common, Infernal; telepathy 100 ft.

AC 27, touch 10, flat-footed 26; Dodge, Mobility (–1 size, +1 Dex, +3 armor, +14 natural)

hp 115 (11 HD); **DR** 10/silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 18
Fort +13, **Ref** +8, **Will** +10

Speed 30 ft. (6 squares); Spring Attack
Melee *+2 cold iron shortspear* +18/+13/+8 (1d8+8) and
tail +11 (1d8+3)
Base Atk +11; **Grp** +21
Atk Options constrict 1d8+9, improved grab
Special Actions *summon baatezu*
Combat Gear *potion of haste, potion of greater magic fang* +2

Abilities Str 23, Dex 13, Con 22, Int 15, Wis 16, Cha 13
Feats Dodge, Improved Initiative, Mobility, Spring Attack
Skills Appraise +12, Balance +3, Bluff +15, Diplomacy +5, Disguise +1 (+3 acting), Forgery +12, Hide +7, Intimidate +14, Jump +8, Knowledge (the planes) +13, Listen +15, Move Silently +12, Search +13, Sense Motive +14, Spot +16, Survival +8 (+10 on other planes or following tracks), Tumble +12
Possessions combat gear plus *+2 large cold iron shortspear, bracers of armor +3*

Constrict (Ex) The aspect of Mammon deals 1d8+9 points of damage with a successful grapple check, in addition to damage from his tail attack.

Improved Grab (Ex) To use this ability, the aspect of Mammon must hit an opponent of up to Medium size with a tail attack. He can then attempt to start a grapple as a free action without provoking attacks of opportunity. If he wins the grapple check, he establishes a hold and can constrict.

Summon Baatezu (Sp) Once per day an aspect of Mammon can summon a bearded devil or a narzugon with a 50% chance of success. This is the equivalent of a 5th-level spell (CL 11th).

This aspect of Mammon is a mid-level manifestation of the archdevil of the same name. Mammon, and a stronger aspect of him, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells.*

STRATEGIES AND TACTICS

Aspects of Mammon love to take advantage of mobility in combat, even though they get fewer attacks. They make full use of Spring Attack when they can avoid having foes close on them. They are greedy, however, and love to kill as many foes personally as possible. Thus, they eventually change tactics and go into close melee with foes.

SAMPLE ENCOUNTERS

Aspects of Mammon fight alone. In a group, they have no concept of teamwork and their "me first" attitude impedes the effectiveness of minions.

EL 10: An aspect of Mammon tempts a merchant to even greater atrocities in the name of money, and the PCs must stop the aspect to save a number of innocents.

ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Mammon creates them fully formed when he needs them, so they don't have an ecology.

Environment: Aspects of Mammon are used to the oily rainy yuck that is Minauros, the second layer of the Nine Hells. They feel at home here, and find sunny and fair conditions hateful and uncomfortable.

Typical Physical Characteristics: Aspects of Mammon look somewhat like yuan-ti halfbloods, except that aspects looks a lot more muscular. Each one wields a shortspear like an extension of its own limbs. Its brown and yellow skin usually looks like swirled vomit.

ASPECT OF MAMMON LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Mammon. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
21	This is an aspect of Mammon, lord of Minauros. This reveals all outsider and baatezu traits.
26	The aspect of Mammon is a fighting machine, capable of using its spear to full advantage and strangling foes within the grip of its tail.

SOCIETY

Aspects of Mammon bring greed wherever they go, and they surround themselves with those who are ruled by greed (because it is easier to rule them). Aspects of Mammon might be found in the seedy parts of a city, but rarely in the wilderness.

Alignment: Aspects of Mammon are always lawful evil.

TYPICAL TREASURE

Other than its gear, or special gear purchased for a particular task, an aspect of Mammon usually doesn't have treasure. All wealth it acquires it sends "home" to Mammon himself. That is the main reason that aspects of Mammon are so greedy; they cannot keep any wealth that they acquire but they want wealth so badly.

ASPECTS OF MAMMON IN EBERRON

In Eberron, aspects of Mammon are native outsiders that insinuate themselves into populous cities and stir up greed and corruption. They are especially effective amongst trodden-down races or monster races that they can easily convince to feel as if they are not getting their due.

ASPECTS OF MAMMON IN FAERÛN

Aspects of Mammon are plentiful in Faerûn, egging on the powerful to even greater atrocities. They can be found in the byways of Waterdeep, in the streets of Sembia, in the halls of Zhentil Keep, and just about everywhere else. They often pass as yuan-ti halfbloods while they work their evils.

ASPECT OF FIERNA

A sensuous beauty, this humanlike creature has small horns that somehow enhance her sensuality. Her fine but scant clothing invites the eye to linger on her body, and her red eyes glow with a mysterious promise of pleasure.

ASPECT OF FIERNA **CR 9**

LE Medium outsider (lawful, evil, extraplanar, baatezu)

Init +3; **Senses** see in darkness; Listen +17, Spot +17

Languages Celestial, Common, Infernal; telepathy 100 ft.

AC 27, touch 15, flat-footed 24; Dodge, Mobility (+3 Dex, +4 armor, +2 deflection, +8 natural)

hp 102 (12 HD);

DR 10/silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 21

Fort +14, **Ref** +13, **Will** +12

Speed 30 ft. (6 squares); Spring Attack

Melee 2 claws +16 (1d4+4)

Base Atk +12; **Grp** +16

Atk Options Mortalbane, Quicken Spell-Like Ability (*flame blade*)

Special Actions *summon baatezu*

Spell-Like Abilities (CL 12th):

At will—*flame blade* (+16 melee touch)

3/day—*dispel magic, fireball* (DC 18), *fire shield*

Abilities Str 18, Dex 16, Con 18, Int 15, Wis 15, Cha 20

Feats Dodge, Mobility, Mortalbane, Quicken Spell-like Ability (*flame blade*), Spring Attack

Skills Appraise +10, Balance +5, Bluff +18, Diplomacy +20, Disguise +5 (+7 acting), Escape Artist +18, Intimidate +7, Jump +11, Knowledge (nobility) +12, Knowledge (religion) +12, Knowledge (the planes) +12, Listen +17, Sense Motive +17, Spellcraft +12, Spot +17, Survival +2 (+4 on other planes), Tumble +20, Use Rope +3

Possessions *bracers of armor +4, ring of protection +2, cloak of resistance +2*

Summon Baatezu (Sp) Once per day an aspect of Fierna can summon a bearded devil with a 45% chance of success. This is the equivalent of a 5th-level spell (CL 12th).

This aspect of Fierna is a mid-level manifestation of the archdevil of the same name. Fierna, and a stronger aspect of her, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells.*

STRATEGIES AND TACTICS

Aspects of Fierna love combat, and they gleefully ignite their *flame blade* spells and wade into a melee. They rely on their Armor Class to protect them, and they know they are doing more damage to foes (usually) than the foe does in return. They use Mortalbane as often and as soon as they can, relying on the extra damage to whittle down foes. Since aspects of Fierna cannot teleport, they don't try to escape when things begin to go badly for them.

SAMPLE ENCOUNTERS

Aspects of Fierna love company, both in combat and while doing other activities. They are almost always encountered with at least one diabolical bodyguard.

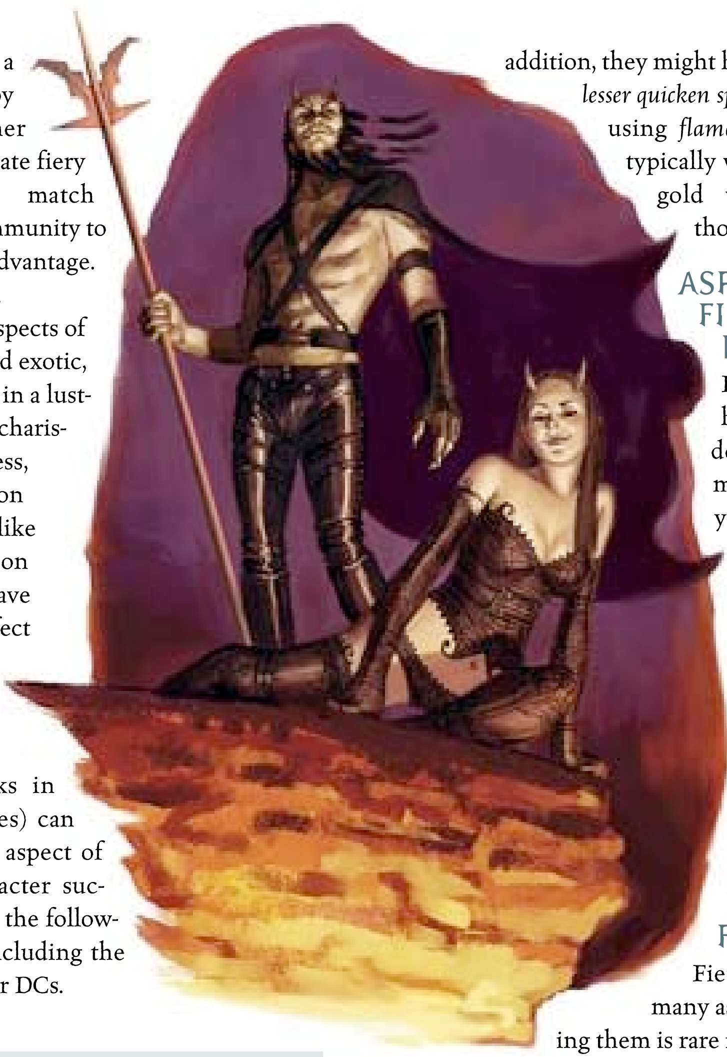
EL 11: An aspect of Fierna and two pain devils open a "pleasure shop" in a bustling city, luring in travelers and eventually slaying them.

EL 14: An aspect of Fierna in company with its pet hellcat, a narzugon, and a malebranche, are rumored to be meeting with members of a cult of Glasya in the secret cellar of a popular tavern.

ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Fierna creates them fully formed when she needs them, so they don't have an ecology.

Environment: Phlegethos is the fiery layer of the Nine Hells, but aspects of Fierna are immune to fire so they don't really notice it. The landscape is bleak otherwise, since anything not a devil is burned up by the flames. On other planes, they like to create fiery environments that match home, because their immunity to fire gives them a real advantage.



Typical Physical Characteristics: Aspects of Fierna are sensuous and exotic, and strongly attractive in a lustful sense. Though less charismatic than their mistress, they still evoke desire on sight. They are humanlike except for small horns on their heads and they have almost impossibly perfect features.

ASPECT OF FIERNA LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Fierna. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
22	This is an aspect of Fierna, the archduchess of Phlegethos, the fourth layer of the Nine Hells. This reveals all outsider and baatezu traits.
27	Aspects of Fierna love to use flame blade spells, and they can enhance their damage significantly.

SOCIETY

Aspects of Fierna sometimes appear in the court of Glasya, but only because their mistress is there. They don't yet appear in other courts of the Nine Hells because Fierna is still learning the diplomatic ropes of the Nine Hells. The few there are remain on Phlegethos in her citadel, and mix with (and take pleasure from) the devils that occupy Fierna's court. It is rumored that some spend time with Fierna's father, Belial, as stand-ins.

Alignment: Aspects of Fierna are always lawful evil.

TYPICAL TREASURE

Aspects of Fierna typically have personal magic items for protection, since their main weapon is a spell. In addition, they might have *metamagic rods of lesser quicken spell* if they anticipate using *flame blades* a lot. They typically wear a few thousand gold worth of jewelry, though.

ASPECTS OF FIERNA IN EBERRON

Fierna is so new to her position as archdevil that she doesn't make many aspects yet. Thus, encountering mid-level aspects is very rare. One might be encountered on Khorvaire working with the leaders of a new cult dedicated to Fierna, but that's about it.

ASPECTS OF FIERNA IN FAERÛN

Fierna doesn't make many aspects, so encountering them is rare in Faerûn unless you are part of a new cult dedicated to the archdevil. Even then, Fierna would probably send another devil, like an erinyes, rather than an aspect of herself. It is much more likely to meet an aspect of Fierna in the Nine Hells.

ASPECT OF BELIAL

This male humanlike figure is tall, dark, and almost oozing with sensuality. His small horns and glowing eyes don't take away from the mesmerizing effect of his personality and physical beauty, and his clothes complete a look that promises pleasure to the extreme.

ASPECT OF BELIAL **CR 10**

LE Medium outsider (lawful, evil, extraplanar, baatezu)

Init +5; **Senses** see in darkness; Listen +18, Spot +18

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 27, touch 13, flat-footed 26
(+1 Dex, +2 deflection, +14 natural)
hp 114 (12 HD); **DR** 10/silver
Immune fire, poison
Resist acid 10, cold 10; **SR** 21
Fort +13, **Ref** +9, **Will** +11

Speed 30 ft. (6 squares)
Melee *+1 vile cursespewing ranseur* +18/+13/+8 (2d4+7/×3 plus 1 vile plus curse) or
Melee 2 claws +16 (1d8+4 plus 1 vile)
Base Atk +12; **Grp** +16
Special Actions *summon baatezu*
Spell-like Abilities (CL 12th):
At will—*suggestion* (DC 21)
3/day—*charm monster* (DC 21)

Abilities Str 18, Dex 13, Con 20, Int 16, Wis 16, Cha 20
Feats Improved Initiative, Improved Natural Attack (claw) ×2, Vile Natural Attack (claw), Weapon Focus (ranseur)
Skills Balance +3, Bluff +20, Concentration +20, Diplomacy +26, Disguise +5 (+7 acting), Escape Artist +11, Intimidate +17, Jump +6, Knowledge (arcana) +13, Knowledge (nobility) +13, Knowledge (the planes) +13, Listen +18, Sense Motive +18, Spellcraft +15, Spot +18, Survival +3 (+5 on other planes), Tumble +16
Possessions *+1 vile cursespewing* ranseur, ring of protection +2*
***Cursespewing:** When this weapon deals damage, the victim must make a Will save (DC 15) or take a –4 morale penalty on attacks, saves, and ability and skill checks.

Summon Baatezu (Sp) Once per day an aspect of Belial can summon a bearded devil with a 55% chance of success. This is the equivalent of a 5th-level spell (CL 12th).

This aspect of Belial is a mid-level manifestation of the archdevil of the same name. Belial, and a stronger aspect of him, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells*.

STRATEGIES AND TACTICS

Aspects of Belial don't in general like melee, but they are not good at anything else besides talking. They are armed well enough for combat and do vile damage on every attack form they have. Thus, in combat they move to where they can use their cursespewing vile spears to best effect. If they can curse a foe, they concentrate on that foe until it is down.

SAMPLE ENCOUNTERS

Aspects of Belial are always encountered with some other kind of lustful devil or mortal in attendance, since their rapacious lusts must be satiated frequently.

EL 11: An aspect of Belial and an erinyes consort (in human guise) throw wild parties that result in corruption and death among the young and wealthy of the city.

EL 14: An aspect of Belial leads an entourage of two pleasure devils and an orthon bodyguard, and they are investigating a new cult dedicated to Fierna. Reports of devils in the city spread quickly when they are seen.

ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Belial creates them fully formed when he needs them, so they don't have an ecology.

Environment: Aspects of Belial live on Phlegethos, the fiery layer of the Nine Hells. They love flame, but they love the comforts of a fine fortress or mansion even more. On other planes, they surround themselves with beautiful minions and all the finery that they can afford or steal.

Typical Physical Characteristics: Aspects of Belial are humanlike near-perfect specimens but with small horns in their brows. They gaze lustfully on any female humanoid they see and carry themselves with an air of bravado. Their fine leather clothing is skin-tight, outlining the erotic force of their bodies.

ASPECT OF BELIAL LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Belial. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
22	This is an aspect of Belial, the former lord of Phlegethos. This reveals all outsider and baatezu traits.
27	Aspects of Belial deal vile damage with their claws as well any weapon they happen to be carrying.

SOCIETY

Aspects of Bel love society—any society that offers pleasure to the extreme and a chance for their master to recoup his recent losses. You can find them anywhere in the Nine Hells, and on the Material Plane, too.

Alignment: Aspects of Belial are always lawful evil.

TYPICAL TREASURE

Aspects of Belial always have some protection magic, as well as a vile weapon of some kind (usually a ranseur).

They dress with elegance and great expense. They also usually have some gold to pay mortals if needed.

ASPECTS OF BELIAL IN EBERRON

In the *EBERRON Campaign Setting*, aspects of Belial live on Shavarath, where they really dislike being. All that fighting. They much prefer to make their way to Khorvaire or Xen'drik, and if they don't have a specific mission, they can be found amusing themselves (at someone's expense) in the civilized lands.

ASPECTS OF BELIAL IN FAERÛN

Aspects of Belial are seen from time to time in the FORGOTTEN REALMS setting. They are usually encountered in populated areas, since the wilderness offers nothing for them. They are also usually keeping track of any cults dedicated to Fierna, so if a new cult of Fierna springs up, an aspect of Belial most likely lurks somewhere nearby. They like to foster cults of Belial as well, because the members are amenable to the aspects' lascivious natures.

ASPECT OF LEVISTUS

With pale skin and dripping clothing, this humanlike creature has an air of cold and ice around him. His goatee is neat and he looks almost elegant, but his coal-black eyes almost glow with blackness and his teeth come to sharp points, which some consider fiendish qualities.

ASPECT OF LEVISTUS
CR 10

LE Medium outsider (lawful, evil, extraplanar, baatezu)
Init +3; **Senses** see in darkness; Listen +18, Spot +3
Languages Celestial, Common, Infernal; telepathy 100 ft.

AC 28, touch 15, flat-footed 25; Dodge, Mobility
(+3 Dex, +3 armor, +2 deflection, +10 natural)
hp 114 (12 HD); **DR** 10/good
Immune fire, poison
Resist acid 10, cold 10, evasion; **SR** 19
Fort +13, **Ref** +11, **Will** +11

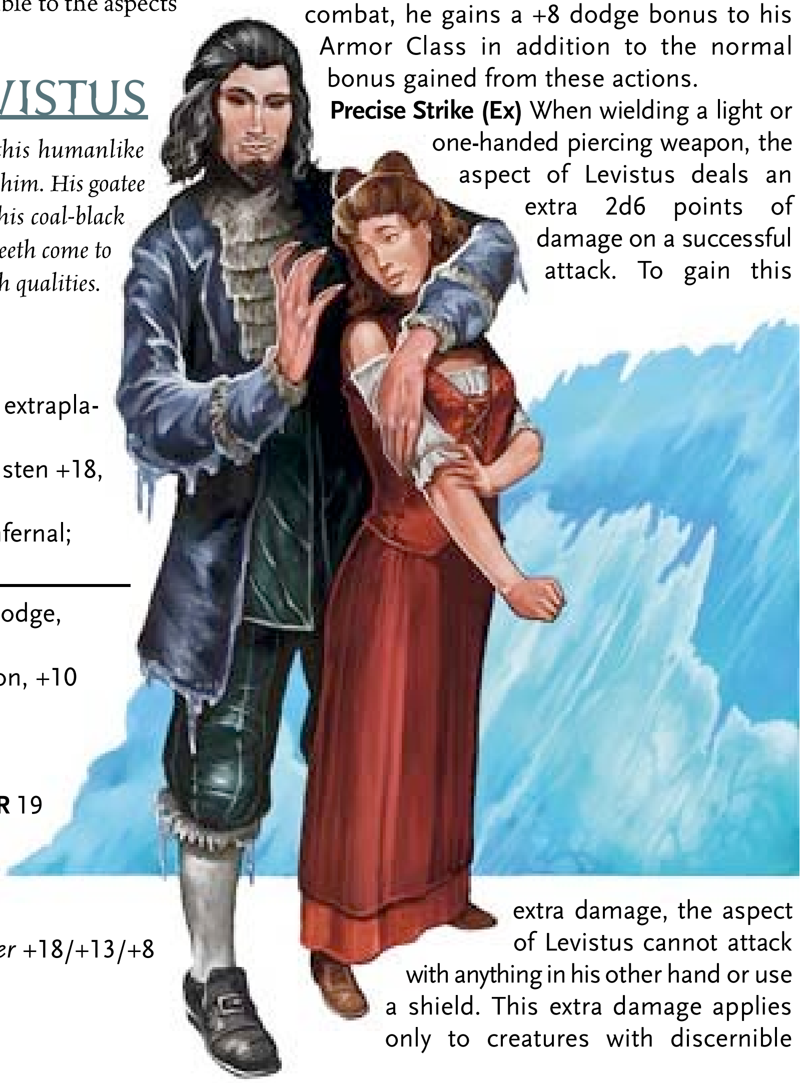
Speed 30 ft. (6 squares); Spring Attack
Melee *+2 magebane cold iron rapier* +18/+13/+8 (1d6+5/15-20)
Base Atk +12; **Grp** +15
Atk Options elaborate parry, precise strike
Special Actions *summon baatezu, summon rejkar*

Abilities Str 16, Dex 16, Con 20, Int 14, Wis 17, Cha 15
Feats Dodge, Improved Critical (rapier), Mobility, Spring Attack, Weapon Focus (rapier)
Skills Balance +15, Bluff +17, Diplomacy +19, Disguise +2 (+4 acting), Escape Artist +13, Hide +18, Intimidate +19, Jump +15, Knowledge (the planes) +17, Listen +18, Move Silently +18, Spot +3, Survival +3 (+5 on other planes), Tumble +20, Use Rope +3
Possessions *+2 magebane cold iron rapier, bracers of armor +3, ring of protection +2*

***Magebane:** Against creatures with prepared spells or available spell slots to cast spells without preparation, or those with arcane spell-like abilities that are not all used up for the day, this weapon has an additional +2 bonus on attack and damage and does an additional 2d6 points of damage.

Elaborate Parry (Ex) If the aspect of Levistus fights defensively or takes a total defense action in combat, he gains a +8 dodge bonus to his Armor Class in addition to the normal bonus gained from these actions.

Precise Strike (Ex) When wielding a light or one-handed piercing weapon, the aspect of Levistus deals an extra 2d6 points of damage on a successful attack. To gain this extra damage, the aspect of Levistus cannot attack with anything in his other hand or use a shield. This extra damage applies only to creatures with discernible



anatomies (that is, creatures that are vulnerable to extra damage from critical hits).

Summon Baatezu (Sp) Once per day an aspect of Levistus can summon two bearded devils with a 40% chance of success. An aspect of Levistus can choose to use its *summon rejkar* ability in place of this ability. This is the equivalent of a 5th-level spell (CL 12th).

Summon Rejkar (Sp) Once per day an aspect of Levistus can summon two rejkars with a 40% chance of success. An aspect of Levistus can choose to use its *summon baatezu* ability in place of this ability. This is the equivalent of a 5th-level spell (CL 12th).

This aspect of Levistus is a mid-level manifestation of the archdevil of the same name. Levistus, and a stronger aspect of him, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells*.

STRATEGIES AND TACTICS

The aspect of Levistus is a swashbuckling kind of fighter, and it fights to use its precise strike and elaborate parry abilities as much as possible. It always carries a weapon that suits its combat style and has some extra damage ability. The aspect of Levistus challenges opponents to single duels, both because it is honorable and because it probably has a better advantage in such situations. When summoning baatezu, it prefers rejkars because they hate baatezu and it is torture for one of them to have to obey a baatezu. If the fight turns bad for the aspect of Levistus, it retreats if possible.

SAMPLE ENCOUNTERS

Aspects of Levistus are the only means by which the archdevil can rule his domain and act in the world, since he is trapped in ice at the bottom of Stygia. Thus, aspects of Levistus are very active and may be encountered with or without allies or minions.

EL 10: An aspect of Levistus, working alone, tries to provoke patrons in a tavern to acts of cruelty and corruption with bantering speech and challenges to duels.

EL 13: An aspect of Levistus travels with four mezzoloths and a nycaloth as bodyguards. The aspect is furthering some plan of Levistus's for his release from his icy prison, and it must be stopped. Possibly other devils try to enlist the PCs for this task.

ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Levistus creates them fully formed when he needs them, so they don't have an ecology.

Environment: Stygia is a watery and icy place, but the aspects are not that comfortable there as long as Levistus himself is trapped. They prefer other planes.

Typical Physical Characteristics: An aspect of Levistus looks a lot like a handsome human male swashbuckler with wet and frozen clothing. Since the icy water never leaves the creature's clothing, it always appears to be suffering from some curse.

ASPECT OF LEVISTUS LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Levistus. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
22	This is an aspect of Levistus, the ruler of Stygia. Stygia is the fifth layer of the Nine Hells. This reveals all outsider and baatezu traits.
27	Aspects of Levistus fight like swashbucklers, and they can do extra damage when using only a one-handed piercing weapon.

SOCIETY

Aspects of Levistus mix in any diabolic society, even though the other archdevils mostly mock and deride Levistus himself. They make friends with all different kinds of devils, yugoloths, and other creatures that might be of use to their master.

Alignment: Aspects of Levistus are always lawful evil.

TYPICAL TREASURE

An aspect of Levistus prefers defensive magic, but it always arms itself with a magic rapier that has some surprising property. An aspect might have some treasure with which to buy an ally or make a deal, but that would not exceed double its standard treasure amount of 6,000 gp.

ASPECTS OF LEVISTUS IN EBERRON

Levistus's realm of Stygia is located on Risia, the Plain of Ice, and aspects of Levistus exist on the frozen plains with ice devils and other creatures. Risia is coterminus with Eberron once every five years, so the appearance of aspects of Levistus is rare. Once they arrive, they never leave. Instead, they go about their business forming alliances and preparing for Levistus's eventual release.

ASPECTS OF LEVISTUS IN FAERÛN

Levistus isn't very well known on Faerûn, though the archduke is working to change that. Aspects of Levistus, therefore, are rare. Consider sending your PCs to Gehenna or the Nine Hells if you want to introduce them to an aspect of Levistus.

ASPECT OF SEKOLAH

This huge shark is striped with red markings, and blood drips from its mouth constantly. The glowing eyes hint at its fiendish origin, and its expression of hatred and aggression proclaim its intent to devour anything it pleases.

ASPECT OF SEKOLAH — CR 13

LE Gargantuan outsider (lawful, evil, extraplanar, aquatic)
Init +3; **Senses** darkvision 60 ft.; Listen +23, Spot +23
Languages Common, Infernal

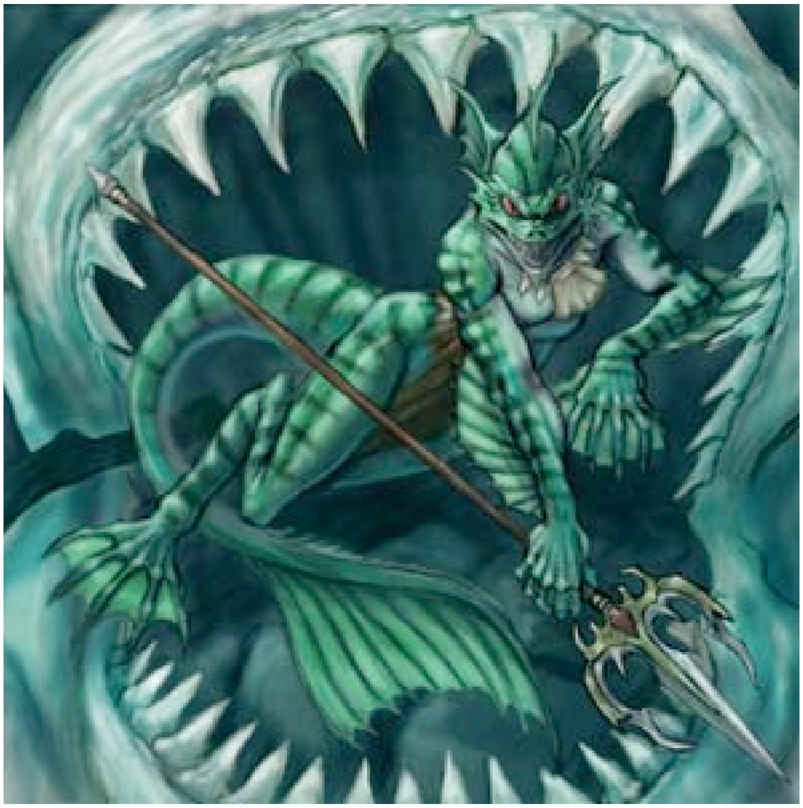
AC 25, touch 9, flat-footed 22
(–4 size, +3 Dex, +16 natural)
hp 153 (18 HD); **DR** 10/good
Immune poison
Resist acid 10, cold 10, electricity 10, fire 10; **SR** 25
Fort +15, **Ref** +14, **Will** +13

Speed swim 60 ft. (10 squares)
Melee bite +23 (4d6+13/19–20 plus 1 vile)
Base Atk +18; **Grp** +39
Space 20 ft.; **Reach** 20 ft.
Atk Options Power Attack, improved grab, swallow whole
Spell-Like Abilities (CL 18th):
1/day—*horrid wilting* (DC 20), *unholy aura, unholy blight* (DC 16)

Abilities Str 29, Dex 16, Con 19, Int 16, Wis 15, Cha 14
Feats Cleave, Improved Critical (bite), Improved Natural Attack (bite), Power Attack, Sahuagin Flip, Swim-By Attack, Vile Natural Attack (bite)
Skills Escape Artist +24, Hide +12, Intimidate +23, Listen +23, Move Silently +24, Search +24, Spellcraft +24, Spot +23, Survival +23 (+25 following tracks), Swim +38

Improved Grab (Ex) To use this ability, the aspect of Sekolah must hit an opponent of up to Huge size with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can swallow whole on the next round.

Swallow Whole (Ex) An aspect of Sekolah can try to swallow a grabbed opponent of up to Huge size by making a successful grapple check. Once inside, the opponent takes 2d6+9 points of bludgeoning damage each round plus 1d8+4 points of acid damage from the aspect's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the aspect of Sekolah's digestive tract (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The aspect of Sekolah's gullet can hold 12 huge, 8 large, 32 Medium, 128 Small, or 512 Tiny or smaller opponents.



This aspect of Sekolah is a mid-level manifestation of the god of the sahuagin. Sekolah is presented in the water deities sidebar in *Stormwrack*. Sekolah's domain is described briefly in *Fiendish Codex II: Tyrants of the Nine Hells.*

STRATEGIES AND TACTICS

Aspects of Sekolah fight like sharks, though with cunning and intelligence. An aspect of Sekolah uses *unholy blight* or *horrid wilting* to soften up a group of foes, and then charges to snatch one and swim away. It makes full use of its feats, especially sahuagin flip combined with grappling.

SAMPLE ENCOUNTERS

It is rare to meet an aspect of Sekolah at all, since Sekolah has little to do with his worshipers. When one does, the aspect is usually in the company of sahuagin and/or sharks.

EL 14: A summoned aspect of Sekolah and three sahuagin 6th-level fighters or barbarians travel to take revenge on a port city or sea elf community.

EL 17: An aspect of Sekolah and three advanced (33 HD) dire sharks devastate trade in a region, and they attack a ship carrying the PCs.

ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Sekolah creates them fully formed when he needs them, so they don't have an ecology.

Environment: Aspects of Sekolah live underwater.

Typical Physical Characteristics: Aspects of Sekolah look like really big great white dire sharks.

ASPECT OF SEKOLAH LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Sekolah. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
28	This is an aspect of Sekolah, god of the sahuagin. This reveals all outsider traits.
33	Aspects of Sekolah swallow prey whole as they swim by.
38	Aspects of Sekolah can use unholy blight, unholy aura, and horrid wilting once per day each.

SOCIETY

Aspects of Sekolah associate only with sharks and sahuagin, and even that is rare.

Alignment: Aspects of Sekolah are always lawful evil.

TYPICAL TREASURE

Aspects of Sekolah have no treasure. Where would they put it?

ASPECTS OF SEKOLAH IN EBERRON

Aspects of Sekolah appear only in the sahuagin-filled seas near Xen'drik, if they appear at all.

ASPECTS OF SEKOLAH IN FAERÛN

Aspects of Sekolah almost never appear in Faerûn, though they are not unheard-of. Sekolah rarely interacts with his worshipers, but if he does he sends an aspect rather than coming himself.

ASPECT OF GLASYA

The coppery skin, wings, and horns on this devil don't detract in any way from her unearthly beauty. She is adorned in priceless clothing and jewelry, and she looks upon her surroundings with an imperiousness that fits someone of royal blood.

ASPECT OF GLASYA CR 11

LE Large outsider (lawful, evil, extraplanar, baatezu)

Init +8; **Senses** see in darkness; Listen +20, Spot +20

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 30, touch 16, flat-footed 26; Dodge (–1 size, +4 Dex, +3 deflection, +14 natural)

hp 97 (13 HD); **DR** 10/good

Immune fire, poison

Resist acid 10, cold 10; **SR** 23

Fort +13, **Ref** +14, **Will** +14

Speed 40 ft. (8 squares), fly 60 ft. (average)

Melee *+1 keen scourge* +17/+12/+7 (1d8+4/19–20) or

Melee touch +15 (1d6 Wisdom damage)

Base Atk +13; **Grp** +20

Space 10 ft.; **Reach** 10 ft.

Atk Options Combat Reflexes, Flyby Attack

Special Actions *summon baatezu*

Combat Gear 2 *potions of invisibility*

Abilities Str 17, Dex 19, Con 17, Int 17, Wis 19, Cha 22

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Bluff +22, Diplomacy +26, Disguise +6 (+8 acting), Escape Artist +12, Hide +13, Intimidate +8, Knowledge (nobility) +16, Knowledge (religion) +16, Knowledge (the planes) +16, Listen +20, Move Silently +17, Search +16, Spellcraft +16, Spot +20, Survival +17 (+19 on other planes), Use Rope +4

Possessions combat gear plus *+1 keen scourge, ring of protection +3, cloak of resistance +2*, 4,000 gp worth of jewelry and baubles

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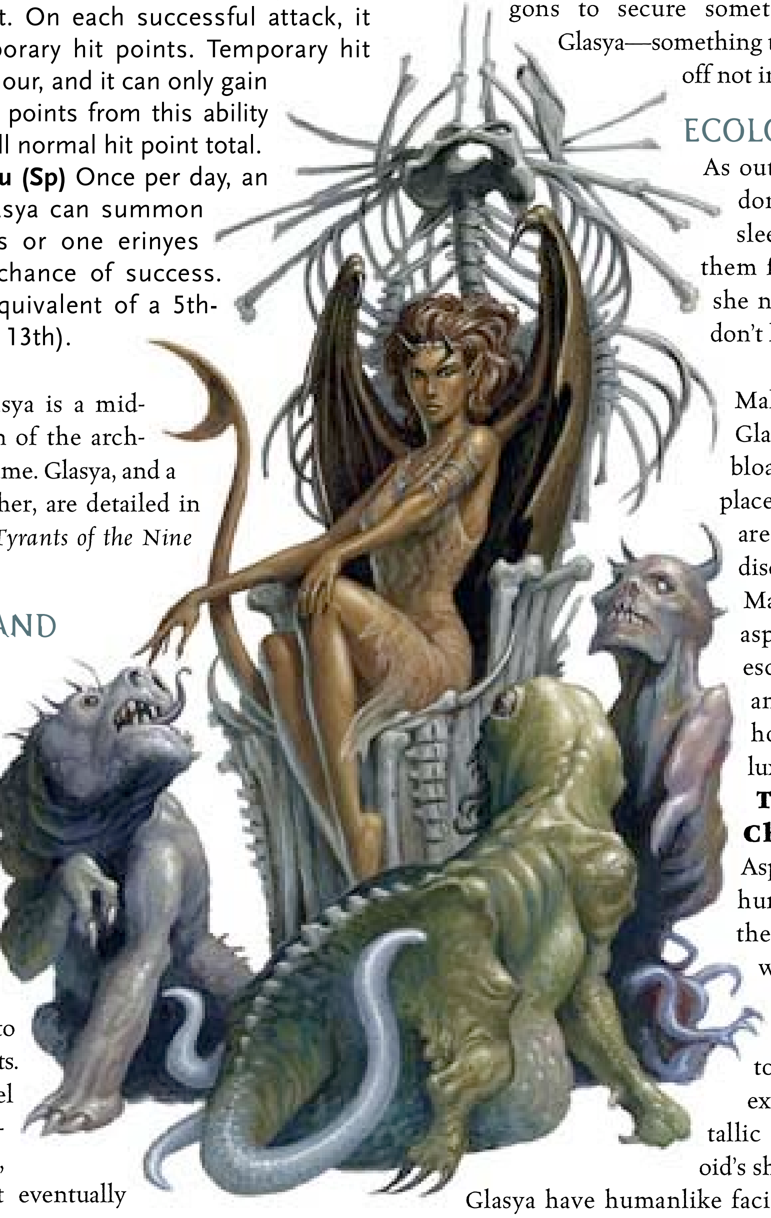
Wisdom Damage (Ex) The aspect of Glasya's touch does 1d6 points of Wisdom damage on a successful hit. On each successful attack, it gains 5 temporary hit points. Temporary hit points last 1 hour, and it can only gain temporary hit points from this ability equal to its full normal hit point total.

Summon Baatezu (Sp) Once per day, an aspect of Glasya can summon four kalabons or one erinyes with a 55% chance of success. This is the equivalent of a 5th-level spell (CL 13th).

This aspect of Glasya is a mid-level manifestation of the archdevil of the same name. Glasya, and a stronger aspect of her, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells*.



STRATEGIES AND TACTICS

The aspect of Glasya is prepared for combat, but it prefers to use other means before melee. It first tries to summon help, and then uses a flyby attack combined with a Wisdom damaging touch to wear down opponents. The aspect is cruel and delights in tormenting foes, though, so it cannot resist eventually using its scourge.

SAMPLE ENCOUNTERS

Aspects of Glasya are sent out only at Glasya's specific bidding, either to further her plans or find mortals to corrupt and bring back to Malbolge, the sixth layer of the Nine Hells.

EL 11: An aspect of Glasya and an erinyes have just tempted a paladin to evil, and they are about to escort his soul to its final "reward" when the PCs come across them.

EL 15: An aspect of Glasya leads a group of five narzugons to secure something of value to Glasya—something that would be better off not in her hands.

ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Glasya creates them fully formed when she needs them, so they don't have an ecology.

Environment: Malbolge, the home of Glasya's aspects, is a bloated and cancerous place. Aspects of Glasya are accustomed to disease and decay. On Material Plane worlds, aspects of Glasya eschew the disease and decay of their home and embrace luxury and finery.

Typical Physical Characteristics: Aspects of Glasya look humanoid except for the large leathery wings and horns. The copper-hued skin could belong to a humanoid race, except it is more metallic than any humanoid's should be. Aspects of Glasya have humanlike facial features and are very beautiful by human standards.

ASPECT OF GLASYA LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Glasya. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
23	This is an aspect of Glasya, ruler of the sixth layer of the Nine Hells. This reveals all outsider and baatezu traits.
28	The touch of an aspect of Glasya eats away at the mind and soul.

SOCIETY

Aspects of Glasya mingle in any society easily. Only a few of them exist, but they can be encountered anywhere in the Nine Hells or on the Material Plane. Aspects of Glasya associate frequently with erinyes, pleasure devils, and pain devils, and use narzugons and bone devils as bodyguards.

Alignment: Aspects of Glasya are always lawful evil.

TYPICAL TREASURE

Aspects of Glasya dress in jewels and finery, and they carry mostly defensive magic items. They usually have a magic scourge of some kind, and don't use any other weapon.

ASPECTS OF GLASYA IN EBERRON

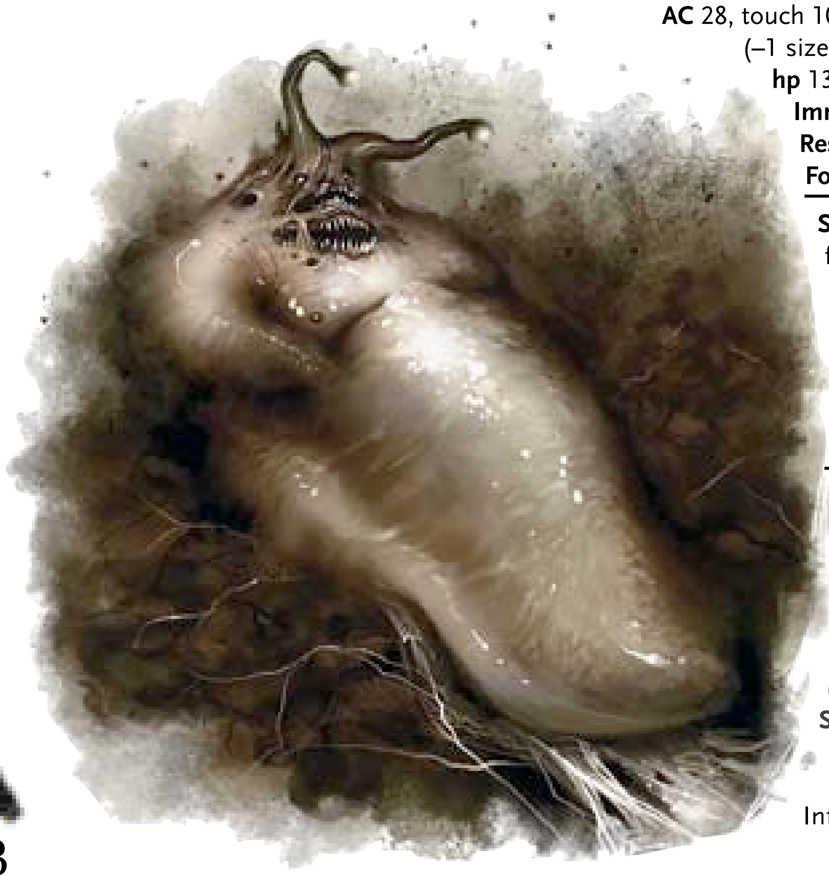
Glasya's realm is on the plane of Shavarath, and that is where most aspects of Glasya are encountered. Glasya has some cults on Khorvaire, and aspects of Glasya could be encountered where one is based.

ASPECTS OF GLASYA IN FAERÛN

Glasya has been very active in the *Forgotten Realms Campaign Setting* for years, long before she became Archduchess of Malbolge. She made a concerted effort to corrupt Ravens Bluff (in the Vast). Thus, aspects of Glasya appear frequently in Faerûn, especially now that Glasya herself cannot visit just to tempt mortals. Aspects of Glasya in Faerûn are primarily concerned with corrupting individual mortals, especially highly moral ones, or with fostering cults of Glasya to increase her power.

ASPECT OF BAALZEBUL

This large creature looks like a bloated slug. Streaked in brown and black, and covered in a glistening slime, its very appearance evokes disgust and horror. Its bloated and twisted humanlike face sneers with contempt upon its surroundings, and a cloud of flies buzzes constantly about the creature.



Aspect of Baalzebul **CR 11**

LE Large outsider (lawful, evil, extraplanar, baatezu)

Init +5; **Senses** see in darkness; Listen +19, Spot +19

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 28, touch 10, flat-footed 27 (–1 size, +1 Dex, +18 natural)

hp 136 (13 HD); **DR** 10/silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 21

Fort +14, **Ref** +11, **Will** +11

Speed 20 ft. (4 squares), burrow 20 ft., climb 20 ft.

Melee 2 slams +19 (1d6+6 plus 1 vile)

Base Atk +13; **Grp** +23

Space 10 ft.; **Reach** 10 ft.

Special Actions cloud of flies, disgorge insects, *summon baatezu*

Abilities Str 22, Dex 13, Con 22, Int 17, Wis 16, Cha 14

Feats Ability Focus (disgorge insects), Improved Initiative, Lightning Reflexes, Vile Natural Attack (slam), Weapon Focus (slam)

Skills Appraise +16, Bluff +18, Diplomacy +19, Disguise +2 (+4 acting), Escape Artist +17, Gather Information +4, Intimidate +17, Knowledge (the planes) +16, Listen +19, Search +19, Sense Motive +19, Spellcraft +16, Spot +19, Survival +3 (+5 on other planes), Swim +19, Use Rope +1 (+3 bindings)

Disgorge Insects (Su) 60-ft. cone, once every 1d6 rounds, damage 15d6, Reflex DC 24 half.

Cloud of Flies (Su) As a use of his disgorge insects ability, the aspect of Baalzebul can surround himself with a cloud of flies. The flies remain until the aspect of Baalzebul next uses his disgorge insects ability. As long as they swarm around him, he has concealment (20% miss chance). *Gust of wind* or similar spells disperse the cloud.

Summon Baatezu (Sp) Once per day, an aspect of Baalzebul can summon a marrash or a bearded devil with a 50% chance of success. This is the equivalent of a 5th-level spell (CL 13th).

This aspect of Baalzebul is a mid-level manifestation of the archdevil of the same name. Baalzebul, and a stronger aspect of him, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells.*

STRATEGIES AND TACTICS

The bloated aspects of Baalzebul can hold their own in melee, but they don't have the range of attacks that Baalzebul once had. They prefer to use their disgorge insects ability as often as possible, and they make slam attacks the remaining rounds. They always begin a combat with a cloud of flies, since they always have a cloud of flies about themselves. They summon help if hard pressed and if the flies are not getting the job done.

SAMPLE ENCOUNTERS

Aspects of Baalzebul enjoy the support of other devils despite their horrid appearance, simply because Baalzebul himself is so influential even after the Reckoning. Thus, aspects of Baalzebul could be found alone but are most likely leading a group of devils (especially because the aspects have trouble moving around). However, aspects of Baalzebul are never encountered with erinyes or pleasure devils.

EL 12: An aspect of Baalzebul and his bodyguard of four narzugons are on a diplomatic mission to cement an alliance between a cult of Baalzebul and the cult of Belial.

EL 14: An aspect of Baalzebul and four bone devils seek a lost artifact that may help Baalzebul regain his true form. They are desperate to get their hands on it.

ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Baalzebul creates them fully formed when he needs them, so they don't have an ecology.

Environment: Maladomini, the home of Baalzebul, is a toxic wasteland of pollution and decay. Sluglike aspects of Baalzebul are very much at home here.

Typical Physical Characteristics: An aspect of Baalzebul looks like a 12-foot-long slug with a distorted humanlike face at one end and a couple of arms near its face.

ASPECT OF BAALZEBUL LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Baalzebul. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
23	This is an aspect of Baalzebul, the Lord of Lies and ruler of the seventh of the Nine Hells. This reveals all outsider and baatezu traits.
28	Aspects of Baalzebul, like their master, can spew biting flies at enemies almost at will.

SOCIETY

Baalzebul himself still commands respect and attention from other devils, but not so the lesser aspects of Baalzebul. They are shunned by diabolic society, though on important matters they command the respect of devils. The devils just don't want to hang out with a bloated slug when more pleasant options are available.

Alignment: Aspects of Baalzebul are always lawful evil.

TYPICAL TREASURE

Aspects of Baalzebul generally don't have any treasure, but minions or allies with them do. Minions or allies have additional treasure to make up the average amount for the encounter level.

ASPECTS OF BAALZEBUL IN EBERRON

Baalzebul's decaying and polluted realm is located on Shavarath, which is where aspects of Baalzebul are likely to be encountered. During a coterminus phase one might come across to Eberron as part of a diabolic military force, or one might be summoned by a cult of the Lord of Lies. Aspects summoned to Eberron return home as soon as they can.

ASPECTS OF BAALZEBUL IN FAERÛN

The Lord of Lies is as popular in Faerûn as any other deity, and cults to Baalzebul abound (though in secret). However, aspects of Baalzebul are rare on Faerûn because Baalzebul uses other agents. They are more properly encountered in the Nine Hells.

ASPECT OF MEPHISTOPHELES

This fiend is the prototypical vision of evil. He has bright crimson skin, large crimson leathery wings, large curling horns, and black hair. His smile of superiority is disconcertingly charming.

Aspect of Mephistopheles **CR 11**

LE Large outsider (lawful, evil, extraplanar, baatezu)

Init +8; **Senses** see in darkness; Listen +22, Spot +22

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 28, touch 15, flat-footed 24 (–1 size, +4 Dex, +3 armor, +2 deflection, +10 natural)

hp 97 (15 HD); **DR** 10/silver

Immune fire, poison, cold

Resist acid 10; **SR** 22

Fort +14, **Ref** +16, **Will** +16

Speed 40 ft. (8 squares), fly 60 ft. (average)

Melee *+2 flaming burst ranseur* +19/+14/+9 (2d6+5/19–20/×3 plus 1d6 fire [2d10 fire on critical hit])

Base Atk +15; **Grp** +21

Space 10 ft.; **Reach** 10 ft.

Atk Options Power Attack, Quicken Spell-Like Ability (*summon baatezu*)

Special Actions evoke hellfire, *summon baatezu*

Abilities Str 15, Dex 18, Con 15, Int 16, Wis 18, Cha 17

SA evoke hellfire, flames of hell, *summon baatezu*

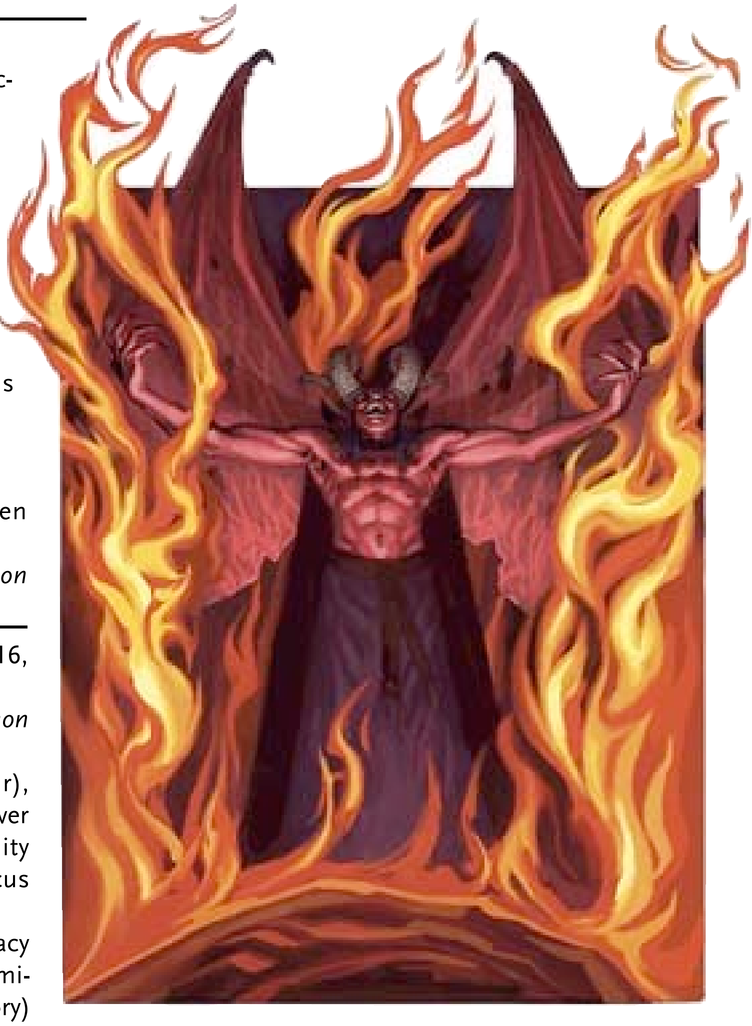
Feats Improved Critical (ranseur), Improved Initiative, Negotiator, Power Attack, Quicken Spell-Like Ability (*summon baatezu*), Weapon Focus (ranseur)

Skills Appraise +18, Bluff +21, Diplomacy +29, Disguise +3 (+5 acting), Intimidate +23, Jump +8, Knowledge (history) +8, Knowledge (nobility) +8, Knowledge (religion) +8, Knowledge (the planes) +21, Listen +22, Search +21, Sense Motive +24, Spot +22, Survival +13 (+15 on other planes, +15 following tracks), Tumble +19

Possessions *+2 flaming burst ranseur, ring of protection +2, bracers of armor +3, cloak of resistance +3*

Evoke Hellfire (Su) An aspect of Mephistopheles can create a burst of hellfire as a standard action at will. Any creature within 5 feet must succeed on a DC 20 Reflex save or take 2d6 points of damage. A successful save results in half damage. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Flames of Hell (Su) The body of the aspect of Mephistopheles is swathed in dark flames. Any creature that strikes or touches the aspect of Mephistopheles with its body, or that grapples the aspect of Mephistopheles, automatically takes 2d6 points of damage. A creature takes



damage from this ability only once per turn. The aspect of Mephistopheles can suppress or resume its flames of hell ability as a free action.

Summon Baatezu (Sp) Once per day, an aspect of Baalzebul can summon two bearded devils with a 70% chance of success. This is the equivalent of a 5th-level spell (CL 15th).

This aspect of Mephistopheles is a mid-level manifestation of the archdevil of the same name. Mephistopheles, and a stronger aspect of him, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells.*

STRATEGIES AND TACTICS

This aspect of Mephistopheles has the ability to use hellfire, and thus its whole combat strategy is based around fire and hellfire. It uses its flaming aura to keep foes away while it uses its ranseur. Aspects of Mephistopheles engage readily in combat, and they don't worry about retreat or think about saving themselves. Mephistopheles recreates them if they are destroyed.

SAMPLE ENCOUNTERS

Aspects of Mephistopheles rarely leave the Nine Hells at all. At least one other devil, but usually a few, accompany an aspect of Mephistopheles.

EL 11: An aspect of Mephistopheles, alone, is seeking new converts to a cult in a populated city.

EL 16: An aspect of Mephistopheles, two ice devils, and a Cania-native barbed devil are corrupting a tribe of frost giants and teaching them mastery of hellfire.

ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Mephistopheles creates them fully formed when he needs them, so they don't have an ecology.

Environment: Cania, the home of the aspects of Mephistopheles, is even colder than Stygia. It is a vast frozen wasteland with nothing but ice and snow as far as the eye can see. Aspects of Mephistopheles are native to this layer of the Nine Hells (and thus have cold immunity).

Typical Physical Characteristics: Aspects of Mephistopheles look like prototypical devils, with red skin, curved horns, and wings.

ASPECT OF MEPHISTOPHELES LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Mephistopheles. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
25	This is an aspect of Mephistopheles, the ruler of Cania (the eighth layer of the Nine Hells). This reveals all outsider and baatezu traits.
30	The aspect of Mephistopheles is immune to cold, since it comes from one of the coldest places in all existence.
35	The aspect of Mephistopheles is a master of hellfire, a new kind of fire energy tainted with evil.

SOCIETY

Aspects of Mephistopheles mix in any society since they are comfortable in the power and reputation of their master. They often work with any devils, with Tiamat's followers, and with mortals. Aspects of Mephistopheles even venture onto the battlefields of the Blood War from time to time.

Alignment: Aspects of Mephistopheles are always lawful evil.

TYPICAL TREASURE

Aspects of Mephistopheles typically have treasure equal to an NPC of their HD plus class levels (59,000 for just the HD). This is in the form of defensive magic items, a magic ranseur, and some token jewelry.

ASPECTS OF MEPHISTOPHELES IN EBERRON

Aspects of Mephistopheles are rarely encountered in Eberron. If you want to use one, consider moving your adventure to Shavarath.

ASPECTS OF MEPHISTOPHELES IN FAERÛN

Aspects of Mephistopheles don't appear on Faerûn very often, but when they do, they bring a number of other devils with them. Rumors insist that Mephistopheles, or an aspect of him, is trapped in Undermountain, but no one has ever found it.

ASPECT OF ASMODEUS

This handsome fiend stands close to 13 feet tall, with dark skin that almost glows and ebon hair. A pair of small curved horns juts from its dark brow. Garbed in red and black, it carries a staff that appears to be carved from a single ruby.

ASPECT OF ASMODEUS **CR 12**

LE Large outsider (lawful, evil, extraplanar, baatezu)

Init +7; **Senses** see in darkness; Listen +22, Spot +22

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 30, touch 15, flat-footed 27
(–1 size, +3 Dex, +3 armor, +3 deflection, +12 natural)
hp 142 (15 HD); **DR** 10/good
Immune fire, poison
Resist acid 10, cold 10; **SR** 24
Fort +14, **Ref** +12, **Will** +13

Speed 40 ft. (8 squares), fly 80 ft. (good)
Melee *ruby rod* +21/+16/+11 (2d6+8 plus 2d6 damage against good creatures)
Base Atk +15; **Grp** +23
Space 10 ft.; **Reach** 10 ft.
Atk Options Combat Reflexes, Power Attack, Quicken Spell-Like Ability (*mirror image*), Violate Spell-Like Ability
Special Actions *summon baatezu*
Spell-Like Abilities (CL 15th):
3/day—*chain lightning* (DC 19), *hellfire storm** (DC 20), *magic circle against good*, *mirror image*
1/day—*true seeing*
* Spell from *Fiendish Codex II: Tyrants of the Nine Hells*

Abilities Str 19, Dex 17, Con 21, Int 16, Wis 18, Cha 17
Feats Combat Reflexes, Improved Initiative, Power Attack, Quicken Spell-Like Ability (*mirror image*), Violate Spell-Like Ability, Weapon Focus (*ruby rod*)
Skills Bluff +21, Concentration +23, Diplomacy +25, Disguise +3 (+5 acting), Escape Artist +15, Intimidate +20, Jump +8, Knowledge (arcana) +18, Knowledge (the planes) +18, Listen +22, Search +21, Sense Motive +22, Spellcraft +20, Spot +22, Survival +4 (+6 on other planes), Use Rope +3 (+5 bindings)
Possessions *ruby rod* (this lesser version of Asmodeus's own weapon acts as *+2 unholy heavy mace*), *bracers of armor +3*, *ring of protection +3*

Summon Baatezu (Sp) Once per day, an aspect of Asmodeus can summon an amnizu with a 45% chance of success or a Nessian warhound (advanced hell hound, see *Monster Manual*) with a 95% chance of success. This is the equivalent of a 7th-level spell (CL 15th).

This aspect of Asmodeus is a mid-level manifestation of the archdevil of the same name. Asmodeus, and a stronger aspect of him, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells*.

STRATEGIES AND TACTICS

This aspect of Asmodeus fights in the same style as the archdevil: from the back. The aspect sends allies forward, and then it uses spell-like abilities on foes until either it is rushed and must melee or it runs out of spell-like abilities. It violates the first two uses of each damaging spell-like ability using Violate Spell-Like Ability, inflicting a lot of vile damage that the foes probably cannot cure during combat. When it goes into combat, it uses its *ruby rod* and full attack sequence to best effect, fighting in concert with remaining allies. If allies are getting low, it summons something to cover its retreat. Asmodeus doesn't like to lose aspects.

SAMPLE ENCOUNTERS

Servitor devils, bodyguards, and Nessian warhounds always accompany aspects of Asmodeus. They never travel alone, and they are rarely encountered on the Material Plane. Asmodeus pays attention to the Abyss and the celestial realms, not the Material Plane.

EL 15: An aspect of Asmodeus, a pleasure devil, two bone devils, and two Nessian warhounds scout the fields of the Blood War to assess the current state of progress against the demons.

EL 18: An aspect of Asmodeus, two horned devils, and a malebranche make a foray into the Material Plane seeking intelligence about cults of Mephistopheles. They plan to eliminate the cults and any witnesses to their presence.

ECOLOGY

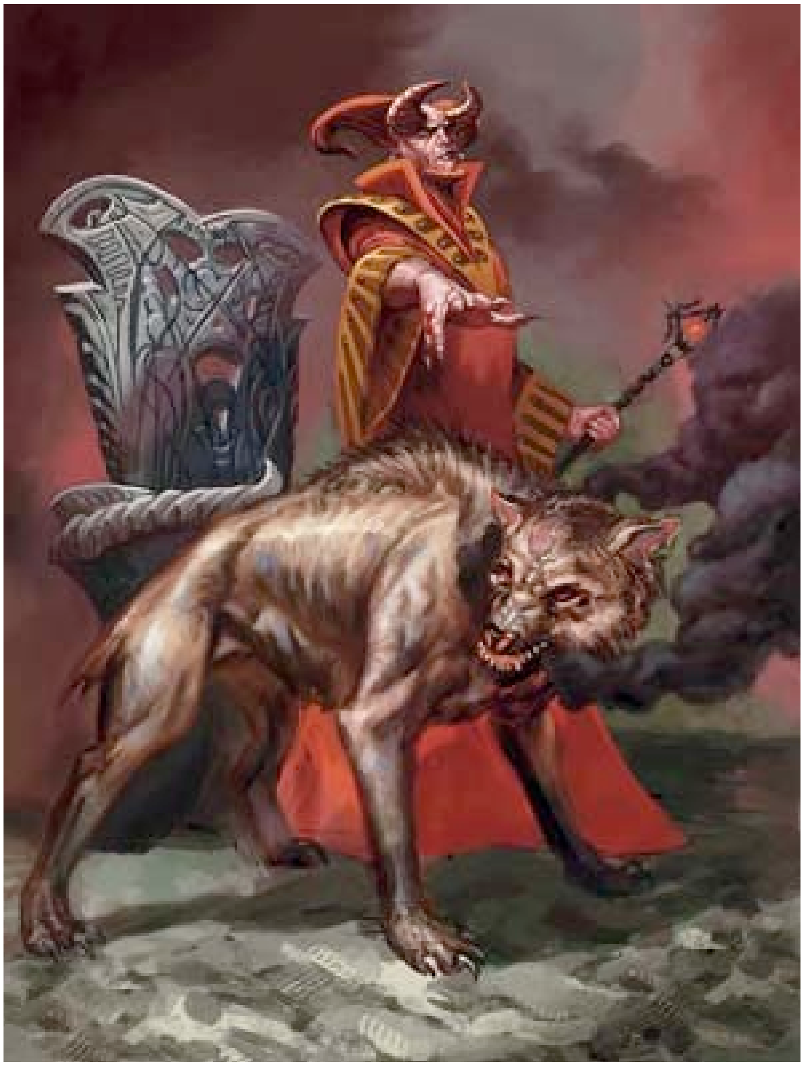
As outsiders, the aspects don't need to eat or sleep. Asmodeus creates them fully formed when he needs them, so they don't have an ecology.

Environment: Nessus, the home of the aspects of Asmodeus, is a blasted plain. Beings live in huge crevasses, or in caves in the walls of these crevasses. Aspects of Asmodeus, though, are at home in any terrain except the utter cold of Cania.

Typical Physical Characteristics: Aspects of Asmodeus look like dark-skinned giants with fiendish horns.

ASPECT OF ASMODEUS LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Asmodeus. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.



DC	Result
25	This is an aspect of Asmodeus, the lord of Nessus and ruler of the Nine Hells. This reveals all outsider and baatezu traits.
30	The aspect of Asmodeus has spell-like abilities that it uses to defeat foes, including *chain lightning* and *hellfire storm*.
35	The ruby rod that it carries is a version of the weapon that Asmodeus carries, a weapon filled with the evil of the Nine Hells.

SOCIETY

The aspect of Asmodeus evokes the same fear that its master does, and other devils are extremely cautious about associating with an aspect of Asmodeus on a personal level.

Alignment: Aspects of Asmodeus are always lawful evil.

TYPICAL TREASURE

The *ruby rod* that the aspect of Asmodeus carries is a lesser version of Asmodeus's own weapon. It is carved from a single ruby and worth a fortune (at least 50,000 gp) to the right people. It carries the taint of evil, though, and is very hard to sell in normal channels. Anyone the PCs approach with it can recognize it on a DC 10 Knowledge (religion) check. The aspect has other defensive magic items appropriate to its Challenge Rating.

ASPECTS OF ASMODEUS IN EBERRON

Aspects of Asmodeus are native to Shavarath in the EBERRON *Campaign Setting*, and they never come to Eberron proper unless summoned somehow. Move your PCs to Shavarath to have them encounter one.

ASPECTS OF ASMODEUS IN FAERÛN

Aspects of Asmodeus never appear in Faerûn unless called via *planar ally* or *planar binding* spells. If you want to use these aspects in your FORGOTTEN REALMS campaign, move the action to the Outer Planes. Aspects of Asmodeus could be found anywhere in the planes where they advance Asmodeus's main goals of toppling the celestial beings and eliminating the demons.

ADDITIONAL FEATS USED IN THIS FEATURE

These feats are not presented in the *Player's Handbook* or *Monster Manual*.

Mortalbane (from *Book of Vile Darkness*): Mortalbane is a damaging spell-like ability that deals an extra 2d6 points of damage to living nonoutsiders, but only half damage to outsiders, constructs, and undead. Mortalbane can be applied to the creature's spell-like abilities a total of five times per day, but it can be applied to any of a creature's spell-like abilities. This feat does not allow a creature to exceed its daily uses of any spell-like ability.

Sahuagin Flip (from *Stormwrack*): After making a single melee attack, you can use the withdraw action (moving up to twice your swim speed) as a move action. You can use this feat only while swimming.

Swim-By Attack (from *Stormwrack*): When swimming, you can take a move action and another standard action (such as an attack) at any point during the move. You cannot take a second move action during a round when you make a swim-by attack.

Vile Natural Attack (from *Book of Vile Darkness*): Your natural attack does 1 point of vile damage in addition to its normal damage.

Violate Spell-Like Ability (from *Book of Vile Darkness*): This feat adds the evil descriptor to a spell-like ability. Furthermore, if the spell-like ability deals damage, half that damage (rounded down) is vile damage. Each of the creature's spell-like abilities can be violated twice per day, though the feat does not allow the creature to exceed the normal daily uses of a spell-like ability.

ABOUT THE AUTHOR

Robert Wiese entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the RPGA® Network for almost seven years, overseeing the creation of the LIVING GREYHAWK™ and LIVING FORCE™ campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he spends as much time as possible with his wife Rhonda and his son Owen. He is still involved in writing, organizing conventions, and playing LIVING GREYHAWK, and he studies mouse foot muscles for the Pharmacology Department of the University of Nevada, Reno.